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washington apple pi

The Journal of Washington Apple Pi, Ltd.

Volume 14, Number 12 December 1992

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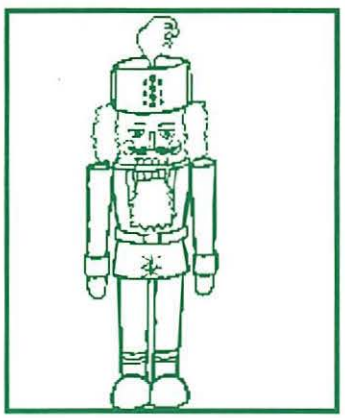

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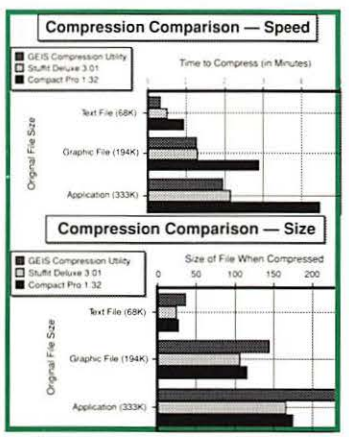

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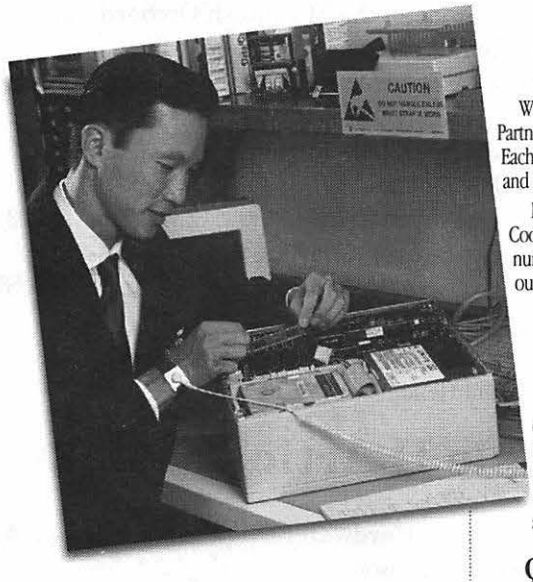

Computer equipment downtime is more than just an inconvenience; it's a crisis that could have a lasting impact on your office.

At Falcon, our business is making sure you can use your Macintosh when you need it – each and every day.

Our installation, warranty, upgrade, and repair services make sure each component you buy performs up to specification – from the moment we unpack your equipment through years of reliable operation.

Here's how Falcon safeguards your investment in Macintosh systems and software:

Certified technicians = *faster service.*

Falcon's award-winning Technical Service Representatives (TSRs) are fully certified by Apple®, Radius, RasterOps, Iomega and other manufacturers.

What does this mean to you? It means our TSRs know your equipment, new or old, inside and out. And it means that they can diagnose problems and put your malfunctioning system back on-line – FAST!

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With its network of Service Centers and Service Partners, Falcon provides equipment service nationwide. Each center is fully stocked with commonly-needed parts and features the latest in diagnostic equipment.

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Our comprehensive inventory delivers parts *without delay.*

Each of Falcon's Service Centers maintains an extensive inventory of commonly-needed parts. And our Landover, MD, center maintains an even larger stock to supply our regional centers. So you don't wait for parts. And you save on service since our system reduces the cost of parts inventories.

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For Falcon, quality is more than just a buzzword, it's a way of doing business – everyday. Our commitment to quality is reflected in the most important way – complete customer satisfaction. And it shows in every service call, repair, and installation.

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- Affordable support costs.
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- Installing equipment and/or software *at your site.* Let the experts make sure your system is up and running right.
- Performing warranty service *at your site.* Can you afford to wait for standard warranty service?
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- Performing critical repairs on a time/materials or contract basis (at our facility or *at your site*).
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- On-site contracts with response times tailored to your specific needs and budget.
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We'll check your installation requirements and cover your systems with services that are just right for you.

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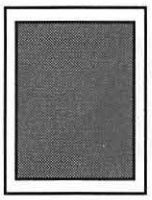

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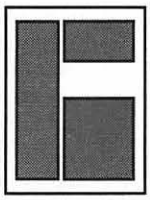

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Sixth Page (hor.)
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Third Page (hor.)
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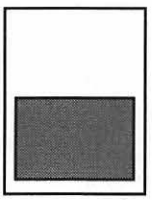

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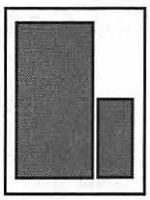

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Sixth Page (vert.)
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No. of times ad runs	1-2	3-5	6-11	12+
Full Page	$450	$383	$338	$270
Covers	$550	$468	$413	$330
Two-thirds Page	$360	$306	$270	$216
Half Page	$300	$255	$225	$180
Third Page	$225	$191	$169	$135
Sixth Page	$125	$106	$93	$75

Special guaranteed positions incur a 10% surcharge.

Ad Deadlines

The Washington Apple Pi Journal is published monthly. The ad copy deadlines and ad space reservations are listed below for your convenience.

Copy may be received as traditional mechanicals, rc-paper, velox prints, or film negatives. Negatives will incur an additional $15.00 strip-in charge.

Washington Apple Pi

This issue of the Washington Apple Pi Journal was created on a Mac IIci, proofed on an HP DeskWriter, and produced by electronic typesetting at The Publishers Service Bureau.

The page layout program used was PageMaker 4.2a, the word processing programs were Word Perfect 2.1 and Microsoft Word 5.0; the principal typeface is New Century Schoolbook (10/12) for the articles; and Helvetica for headlines, subheads, and emphasis.

Icon Guide

Macintosh

Calendar Pages

Apple II, IIe, and IIGS

Apple Disk Libraries

Apple III (SARA)

Macintosh Disketeria

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Deadlines

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Jan. ..... Nov. 15
Feb. ..... Dec. 14

Editors' submissions
Jan. ..... Nov. 23
Feb. ..... Dec. 22

Ad space reservations
Jan. ..... Nov. 18
Feb. ..... Dec. 18

Camera-ready ad copy
Jan. ..... Nov. 27
Feb. ..... Dec. 28

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Change of Address should reach us 60 days in advance of the move to ensure that your Journals continue uninterrupted.

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In the Pi Pan...

by Debbie Hoyt

The close of another year. In this issue we present you with a lot of interesting software and hardware reviews. Among them the new Holiday Greetings Card Kit from PaperDirect, a review of Photo-CD, the Intel 400e faxmodem, *ProTERM 3.0* and the *Big Text Machine*.

The Disketeria has now entered Phase Three of the reorganization that is underway, so once again you'll find a large selection of Mac disks to choose from. Some of these disks or perhaps even a Pi Membership might be just what you are looking for to please that special someone.

Don't forget the Apple II and III disk libraries. The Apple II librarian has temporarily post-poned the reorganization of his library for a short while. But please notice that there are several new Apple III disks that have been added to the list.

One new thing to look forward to, well, at least for me, that is, will be the January 1993 issue of the Journal. It'll have a whole new cover design courtesy of our own Art Editor, Ann Aiken, and one of our WAP artists, Carole O'Connor. I've seen the sketches and it's really special.

And speaking of Carole O'Connor, be sure to catch the special edition of the Artists on Exhibit article. Carole wrote this month's article which is devoted to tips and hints for you graphic artist types.

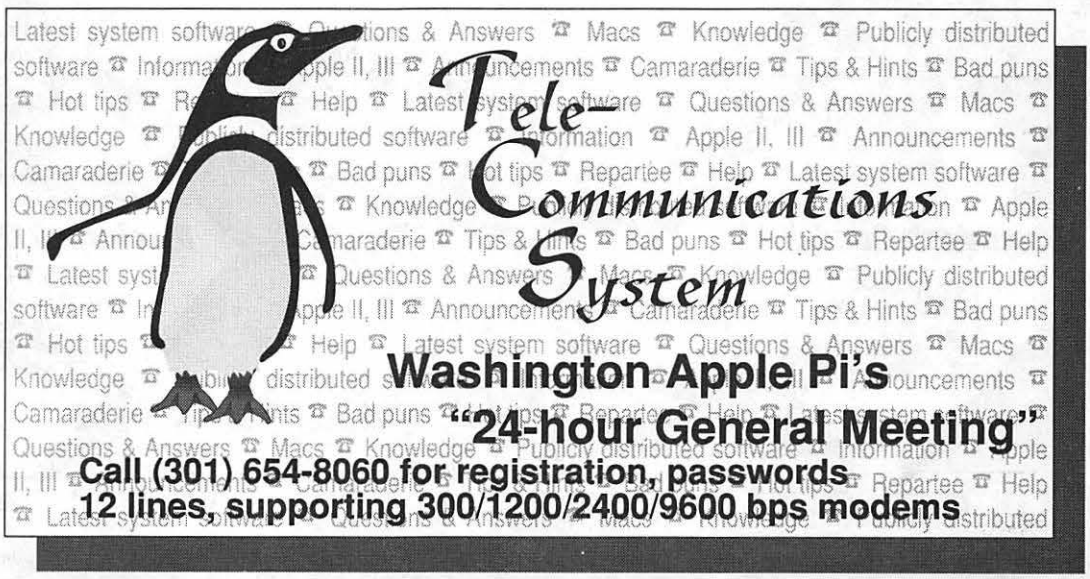
Oh, one last thing: Be sure to attend the WAP Semi-Annual Garage Sale to be held December 12 at Falcon Microsystems in Landover, Maryland from 9 AM to 2 PM. I have it on good authority that the Falcon Microsystems facilities are quite impressive. You'll find a complete map and directions to Falcon on page 18 of this Journal. I hope to see you there.

Until next month.

Excel Tutorial Series

The *Excel* SIG begins a series of monthly basic tutorials in Microsoft *Excel* every third Wednesday evening (12/16, 1/13...). We'll begin with a detailed menu tour, learn formatting and basic formula writing, and how to relate one cell of a worksheet to the other cells. We'll take it one step at a time until we learn it all! You can learn more by doing, so bring a Mac. But you'll also learn a lot about *Excel* just by listening and asking questions.

WAP office @ 7:30 PM. Call Dick Byrd for more info/ flyer. Wk: (703) 273-0500; Hm: (703) 978-3440.



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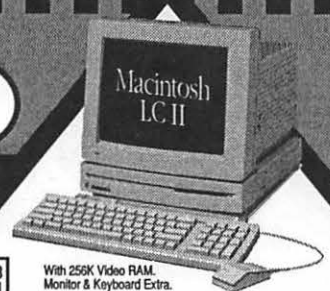

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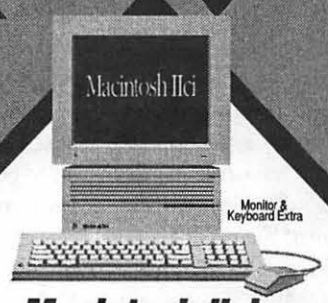

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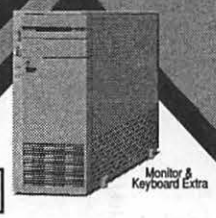

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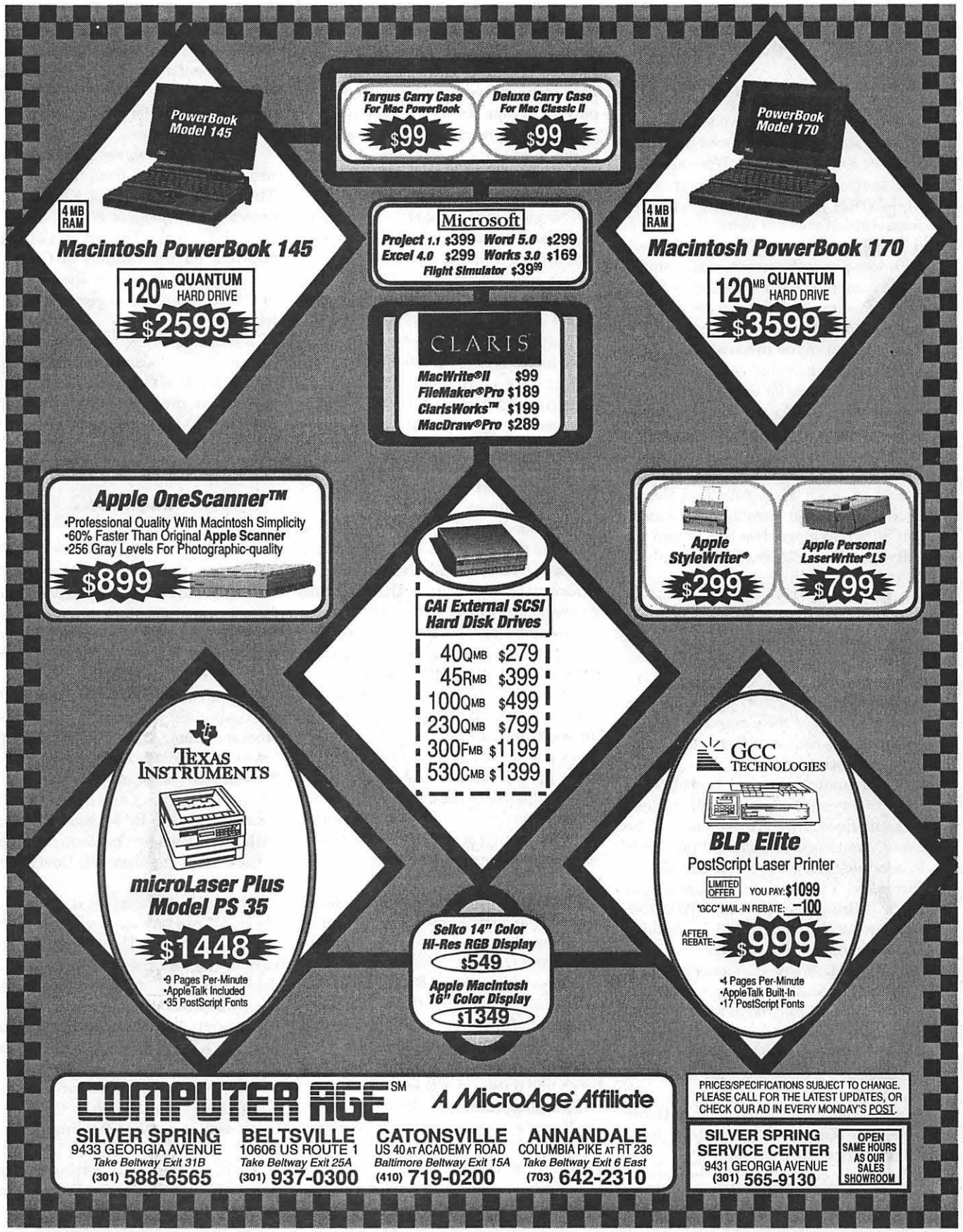
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π SIG's and Slices

EdSIG

by Phil Shapiro

A boisterous yet benevolent group of parents and teachers showed up for the October EdSIG meeting. We started off the meeting by pouring over some StyleWriter printer hard copy, printed from *AppleWorks GS* using the System 6.0 StyleWriter driver. The StyleWriter's 360 dots-per-inch output really shines when combined with WestCode's *Pointless* software. The fonts were particularly crisp and attractive.

We then went on to have a discussion about "seldom heard of" commercial educational programs for the Apple II. Many people may not know that there are educational programs to teach micro and macroeconomics on the Apple II. And there are commercial educational programs to teach First Aid. And there's even Apple II software to teach American Sign Language. Not to mention the software that's designed specifically to instruct non-English speaking students about the Test of English as a Foreign Language. Or the Hebrew word processor; the Mendelian genetics tutorial; the Supreme Court simulation game; the college accounting refresher course; the protein-synthesis tutorial; the geology primer course; or the electromagnetism and magnets course with student management options.

Unfortunately you can't find all these titles in any one software catalog. But I was surprised, myself, to see many of the above mentioned commercial programs in a catalog produced by Braintrain, of Richmond, Virginia. (To request a catalog, call Braintrain at: 1-804-320-0105. Or write to: Braintrain, 727 Twin Ridge Lane, Richmond, VA 23235.)

Following this discussion we took a close look at an interesting new educational software guidebook, published by Ray Easley of Baltimore, Maryland. This 59 page softcover guidebook, titled "Quality Educational Software for Ages 4 to 10," covers many of the "mainstream" Apple II educational programs used most widely in today's schools. About forty disks are described in detail.

Interestingly enough, the guidebook does not cover any Apple IIGS specific software. In some ways this makes a lot of sense because the Apple IIc/IIe educational software is still the most widely used software–even on Apple IIGS computers. Except for such classic GS programs as *HyperStudio* and *Platinum Paint*, most classrooms across the country use the Apple IIGS most frequently with Apple IIc/IIe software.

This guidebook would be most helpful to parents or teachers who'd like a general overview of the most widely used educational software available for the Apple II. A labor of love, the guidebook is priced very reasonably at $9.50, including postage. For further information, you can contact Ray at: 1-410-944-0382. Or you can reach him by mail at: 7212 Chamberlain Rd., Baltimore, MD 21027. (Note: You need to specify that you're interested in the Apple II guidebook. Ray has also written a sister guidebook about educational software for the MS/DOS line of computers.)

We ended up our meeting taking a look MacSokoban, a neat FreeWare Macintosh puzzle game. Puzzle guru Bill Wydro gave us a tour of the program, giving pointers on how to solve the more difficult puzzles. This software looks like it might have great appeal for gifted/talented students. But it does require a great deal of concentration, perseverance, and ingenuity to figure out some of the more difficult puzzles.

As the meeting drew to a close we broke up into clusters of smaller discussion groups. Since the meeting room was getting overheated from computers and body heat, some of the larger discussion groups spilled out into the adjacent hallways.

Next month we hope to take a look at a new FreeWare Apple IIGS version of Sokoban. Please note: due to the Thanksgiving and Christmas holidays, the November and December EdSIG meetings will be taking place the ***third*** Thursday of the month, rather than the regular fourth Thursday of the month. It's always best to call to confirm meetings times and dates, in any event.

Speaking of meetings times and dates, WAP teacher Sandy Hart-Davis has graciously extended an invitation to host EdSIG members and interested families at her school's computer lab for a Saturday Open House. Sandy has a whole lab of Apple II's connected together with a DigiCard network. Her school also has a large library of educational Apple II software programs for kids, parents, and teachers to try out.

We've tentatively set the date for Saturday, January 9th, from 10 AM to 3 PM. The address of her school, Kendall Demonstration School, is 800 Florida Avenue, NE, in the District of Columbia. (Located on the campus of Gallaudet University.) Sandy says the 7th Street entrance is the best one to use to get to her school.

If you'd like to join us for this meeting, please call me to confirm final arrangements for the Open House. I can be reached at my home/office: (202) 686-5465. Weeknights, before 10 PM, are the best time to reach me.

StockSIG

by Morris Pelham

Last month I wrote that Mark Pankin has agreed to be our *Excel* expert. At our October meeting Mark brought in and showed two small Excel spreadsheets he has been using to first test and then implement a stock picking strategy.

This strategy involves buying either the ten highest yielding of the thirty Dow stocks, or some subset such as the five lowest priced of the ten highest yielding. This strategy is described in the October 19 issue of Barron's and in a book called *Beating the Dow* by Michael O'Higgins with John Downes. The claim is that any of these strategies beat the Dow itself in most years.

Obviously this strategy is a fine use of *Excel*. All you have to keypunch are the thirty Dow stocks. Then you can sort on various characteristics such as yield and price, and use simple formulas to compute what the returns are for various groups and subgroups over different time periods. I think I will. Mark has convinced me; anyway, I have the book.

Mark also uses *Excel* to do futures and other things and promises to show us those uses at another meeting. Thanks, Mark!

We had a hard time getting a copy of *Excel 4.0* to use at the meeting, so I took

my system apart, boxed up my hard drive, took it to the meeting and we used it for Mark's demo. When I put my system back together it crashed. After several hours of troubleshooting I replaced the System and Finder files and it began to work again. There has to be an easier way, and there is. StockSIG has voted to approve the purchase of a SyQuest cartridge for the hardrive available for the office Mac. I have to write the letter and then wait about 6 weeks, but I am looking forward to it. I plan to put my *Excel 4.0* on it and *Beating the Dow* project. I expect Ann will want to put her *Managing Your Money* and Chris his *Quicken* on it, too. I plan to bring it to our meetings routinely, giving us a little more flexibility in our meeting topics.

Speaking of topics, December is a good time to thank the people who've agreed to be drafted as experts and share what they know with the rest of us at our meetings. So thanks to Phil Stewart, Ann Meredyth, Howard Bubel, Chris Kagy, and Mark Pankin. I hope they all come back in 1993.

As always, we welcome both novices and experts at our meetings on the second Thursday of the month at 7:30 at the Pi office.

Women's SIG

by Nancy Seferian

A Women's SIG has recently been formed at WAP. I think this new SIG will eventually have a different name, but for now, that is it. If you have a good suggestion for a name for our new SIG, please let us know. This new SIG was created so that women could have an opportunity to meet and share enthusiasm and mutual interests concerning the use and effects of computers in their lives. Many of us have been especially interested in receiving advice and support from other women who have previously faced the challenges that computers pose. We hope to extend rather than duplicate WAP services and activities that are otherwise available and to apply the talents and good works of our members to benefit WAP as a whole. The Women's SIG and its activities and offices are open to all WAP members, men and women; all are welcome.

The women who have joined the SIG so far have a wide range of interests, and areas of expertise and experience, including graphic artists, desktop publishers, database designers and experts, programmers, writers, a Global Teamwork expert, telecommunications junkies, and a performing musician who also special-

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izes in computer music. Also a few Trekkies. Computer systems of members range from Apple II's and Apple IIGS's to all kinds of Macintoshes. The interim Chairperson, until elections can be held, is Nancy Seferian. Grace Gallager is the Historian for the Journal.

Our first meeting was Wednesday, July 29, 1992, at 6:00 PM at the Pi Office. We began with dinner catered by Grace Gallager. It was a four course meal beginning with appetizers and ending with a delicious desert. We made plans and defined goals for the SIG. Tom Witte, a WAP Director, ate with us and after dinner gave us a great demonstration of the WAP's new color scanner that is available for all members to use.

Our second meeting was October 15, 1992 at 6:00 PM at the Pi Office. Grace Gallager again catered the dinner. There was a fee of $2.00 to cover the cost of the food. We began with cream of broccoli soup, then had broccoli salad and chicken a la king, and finished with cheese cake for desert. It was a delicious meal.

Lorin Evans, WAP President, joined us for dinner and passed out the new System 1.1.1 Tune-up. Because we had two PowerBooks available, we demonstrated installing it on one of them. Lorin also distributed *Lemmings*, a fun new computer game that was the hit of MacWorld in Boston. Then we hooked up one of WAP's modems to a PowerBook and discussed and demonstrated "logging on" to the TCS (Telecommunications System), how to download files, and the various Boards on the TCS's five conferences and the File Transfer area. This part of the discussion included a handout for easy reference when trying to navigate through the various conferences. At one point we were also discussing the use of Apple File Exchange to convert files from Macintosh to DOS but couldn't find a copy of it. A quick call to Jon Thomason, the new TCS designer and SysOp, helped us locate it on the System 7 installation disk, and we proceeded with that demonstration.

The new Women's SIG wishes to thank the WAP Board of Directors for its encouragement, suggestions and support. We feel very pleased and proud to be a part of WAP. The next meeting will be on Thursday, January 28, at 6:00 PM at the WAP Office. It will also begin with a dinner and will end early at about 8:30. If you would like to be on the mailing list, please contact Nancy Seferian (202) 333-0126 or Grace Gallager (301) 222-4570.

IIGS SIG

by Paul Tarantino

We had a full agenda at our McLean meeting, including our maximum leader's notes from Apple Expo East, Bill Geiger's musical IIGS (complete with singalong sessions) and an informative presentation and discussion of IIGS-related disk-based publications, a surprise guest presenter, and the usual assortment of Handy Hints, rumors, and disks to copy.

You had to get there early for the first Handy Hint in which Bill noted (and demonstrated) that the System 6 SynthLab disk contains a pretty good assortment of SynthLab musical selections, which may have gone unnoticed when you installed the new system software on your machine. Bill was very well-equipped to showcase some IIGS music because his system is equipped with a venerable MDIdeas Super Stereo card and a pair of Bose/Apple amplified speakers (with add-on Sony volume control), capable of generating some very impressive sound. We all got a pretty good earful, courtesy of SynthLab and Bill Basham's Diversitune-run follow-the-bouncing-ball singalong (and some very nice jazz piano!).

Gary reported that the Pi made its presence felt at Apple Expo East in Boston, doing a brisk business in special Disketeria packages for all sorts of Apple systems. IIGS memory cards were selling at excellent prices at the Expo, so if you don't have 4 MB of RAM in your machine, I hope you are ready to

make a purchase very soon because the on-line rumor mills have been full of stories of rising RAM prices in the immediate future.

Gary also reported success in a long struggle to get another Pi member's IIGS to work with an Apple StyleWriter printer (should this be the basis for a journal article?), which may be the bargain route to high quality output on paper (better resolution than a LaserWriter for a quarter of the cost!), which led to a report from another SIG member that Panasonic's 24-pin dot-matrix printers (models 1123 and 2123 were mentioned) are also an inexpensive (less than $200) source of good printed output, given a good parallel printer interface card and the right printer driver (Harmonie works fine). (Handy Hint: Make sure that the parallel printer card is supported by the software! When in doubt, ask a knowledgeable Pi member before making the purchase.)

Another Handy Hint gleaned from the November issue of InCider/A+: Kensington is closing out the remaining stock of their System Saver surge suppresser/cooling fan setup for $15 plus $5 shipping–a really good deal if you don't have a fan in your system. But you must act fast!

The topic of Bill Geiger's presentation was IIGS magazines on disk, and he had three varieties to demonstrate. The first was Softdisk GS, which has for many years been putting out a monthly 3.5" disk of games, graphics, DA's and other software, for a price ranging from $7 to $10 per disk, depending on the length of the subscription. The disks are not bootable by themselves (system software would take up too much space), but each is well organized and readily accessible with icons for the application programs, pull-down menus for text articles, and a smart installer for fonts and DA's. Bill has an extensive collection of Softdisk GS disks, and showed off some of his favorite extracts (like World Tour, a set of map-based geography lessons; Minstrel, a NDA which will play *SoundSmith* songs in the background while you run other applications; and *The Analyst*, a diagnostic application program). Softdisk GS is also heavily into *Print Shop GS* graphics. (Call 800-831-2694 for subscription information; back issues are also available, and subscribers will receive a catalog.)

GS+ is another Apple IIGS-exclusive publication, available as a printed document plus an optional disk, both issued six times a year. The magazine is cheaper without the disk, of course, but much of the magazine is devoted to describing stuff that's on the disk (back issues of the disk can be ordered). GS+ has a greater technical emphasis than Softdisk GS, often including source code with the software. Software and hardware review articles are also a part of the package in the print or disk version. Each disk edition of GS+ includes the latest version of EgoEd, a NDA text processor/file finder which is very versatile. The magazine is available for $15 per year (6 issues); the magazine plus disk costs $36 per year. Subscription orders should be sent to EGO Systems, P.O. Box 15366, Chattanooga TN 37415-0366 (or call (615)870-4960).

Bill's last product demo was Resource Central's Script Central disk publication, a very slick package in the form of a *HyperCard GS* stack on disk. Each bimonthly disk shares a common "office building" metaphor (the building number is 65816...) with a lot of built-in humor. The latest rumors, for instance, are available in the restroom (pull paper towels out of the dispenser!). Pertinent discussions from GEnie and AOL are also available in each issue. Although they weren't demonstrated or discussed, Resource Central also puts out three other disk publications for the Apple II community, including A2-Central On Disk, Studio City (a *HyperStudio* package) and Timeout Central, devoted to the *AppleWorks* enhancements. (Handy Hint: a single sample issue of each of the four disk publications can be ordered for $15 from Resource Central, P.O. Box 11250, Overland Park, KS 66207, or call (913)469-6502. Use this address for subscription orders for any of the four products as well.)

Bill Geiger's grand finale was a surprise appearance by Bill Platt, a *HyperCard GS* stack builder of some local renown, who demonstrated a Carmen Sandiego-like stack called "Where in the USA is Gary Hayman?" which had received a recent debut at NovApple. Both Bills assured us that this was proof of the ease of use built into *HyperCard GS* which allows non-programmers to do some pretty amazing things fairly easily.

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Community Affairs Column

by Phil Shapiro

One of the functions of a computer user group is for members of the group to assist one another in learning how to get the most from their computers. But a second function of user groups is to lend a helping hand to those in the larger surrounding community.

Many community-spirited members of the Pi share ideas and thoughts on the Pi Volunteers board on Conference 1 of the Club's electronic bulletin, the TCS. Club members without modem access to the TCS may be missing out on some of the ongoing community-support projects taking place. Reprinted below are two recent messages from the Pi Volunteers board. If you'd like to get involved in supporting such community-affairs projects, get yourself a password to the club's TCS (at the very reasonable cost of $9 per year), and come join our discussions.

This new column in the WAP Journal will help spotlight community affairs projects that are being supported by club volunteers. Our club has oodles of computer talent. Hopefully this column will help match up those with talent (and time) to those with corresponding needs.

To make this column work, we need to have the active volunteers in the club tell the rest of us about your volunteering efforts. You can provide a valuable service simply by writing about a non-profit organization's needs. (The first step to meeting any need is having it well articulated.)

The easiest way of submitting writing to the WAP Journal is by sending it by modem to the Journal Submissions area (File Area 24) in the File Transfer area of the TCS. But if you don't have a modem and a TCS password, you can still submit your writing to the Club on a Macintosh or Apple II disk. Please note: Apple II submissions should be in text files on a 3.5 inch floppy disk, whenever possible. That way the files can be quickly transferred into Macintosh format using the Apple File Exchange program on the Mac.

Thanks are owed to community-spirited Pi member Bill Waring for coming up with the idea for this column. Bill took time out of his busy day to lend a helping hand to the Push Literacy Action Now (PLAN) literacy center on Capital Hill. This literacy center uses Apple II's for instructional purposes and Macintoshes to run their office.

From the Pi Volunteers Board, Conference 1

I was out visiting the Germantown public library two weeks ago, helping them with their public access Apple IIGS. After much frustration, they've decided not to set up the hard drive on this Public Access System. The hard drive kept crashing and giving them all sorts of trouble.

One of the reasons they wanted to use a hard drive with this Public Access System was to minimize supervision of the computer by library staff. Another way to help minimize supervision of the computer by library staff is to get some tutorials going for parents and kids interested in learning how to use the educational software in their collection.

Currently they've got a *Carmen Sandiego* geography game, *Print Shop GS*, two different Stickybear disks, and several other assorted educational titles. (Including some Public Domain and ShareWare disks I gave them.)

I've offered to volunteer my time to help orient parents and kids to the GS, but it takes me over an hour to travel out to Germantown by subway. The library could really use to have some help from one or two Apple II enthusiasts who live in the northern Montgomery County area. If you know of anyone who might be able to help out, kindly contact Diane Monnier, Children's Librarian, Germantown Public Library. Phone: (301) 217-3320. Address: 12956 Middlebrook Rd., Germantown, MD 20874.

Msg # 647 R/644 Nonprofit needs helpFROM PHIL SHAPIRO, ON SYSTEM 8 09/18 08:40AM TO BILL WARING/ALL, REPLIES:

Bill, here's a brief description of the desktop publishing assistance needed by the PLAN literacy learning center:

Each year PLAN (Push Literacy Action Now) publishes a small booklet celebrating the writings of its students. This booklet, "New Writers," gets distributed both locally and to other adult literacy organizations around the country.

The booklet's layout is very simple—predominantly text. No fancy DTP flourishes. The writings themselves

are quite moving to read. These adult learners frequently write about their upbringing, their values, their fears, and their aspirations.

The PLAN learning center has been publishing these booklets for the past three years or so. They're using *PageMaker* on a Mac SE to lay out the booklet.

The reason they need help with this year's booklet is that the center is absolutely swamped with other work. And the center's director, Tony Kroll, hardly has enough time to learn *PageMaker* on top of all of his other duties.

As I was mentioning over on the TCS Suggestions board (Message 2156), I've been offering the PLAN learning center free assistance and software for their Apple II computers (that they use with their students). But not knowing *PageMaker*, I'm unable to assist them with their DTP needs.

Last week I chatted with Tony Kroll at a city-wide meeting of adult literacy providers. He mentioned that he desparately needs help assembling this year's New Writers booklet. So I told him I'd check around in the Washington Apple Pi to see if someone might be able to help.

Note: The text for the booklet has all been keyed in already. So their primary need is to have help with the layout work. Tony said he'd be only too happy if someone were to perform this work at their own home/office. (i.e., This volunteer work need not be done right at the PLAN learning center.) If you know of someone who might be able to help with this, kindly give Tony a call.

Tony Kroll, Director
Push Literacy Action Now (PLAN)
1332 G St. SE
Washington DC 20003
(202) 547-8903

Office manager: Mollie Burney

Located half-a-block from the Potomac Ave., subway stop on the Blue/Orange line.

Postscript: *Since the time this message was posted on the TCS, PLAN was able to locate someone to help with this current desktop publishing project. But Tony Kroll tells me that PLAN's desktop publishing needs are ongoing. Volunteer DTP persons are needed year-round to assist with other literacy projects coordinated by PLAN.*

Summary of Activities
Washington Apple Pi, Ltd. Board of Directors Meeting
September 1, 1992

Officers and Directors Present: Lorin Evans, Ken De Vito, Charlie Froehlich, Dana Schwartz, Bill Campbell, Jon Hardis, Tom Witte, Bill Wydro.

Officers and Directors Absent: Manny DeVera, Guy Durant, Lee Raesly, Bob Shaffer, Dave Weikert, Bernie Urban, Tom Vier.

MacWorld Boston: The Board received a report on WAP's activities at the MacWorld Boston show in August. The Modem promotion deal will be continued for our local members and potential new members.

Apple Expo East Lorin announced that WAP would be participating in the Apple Expo East in Boston on Oct. 2-4.

Women's SIG: The Board of Directors recognized the formation of the WAP Women's SIG under the initial leadership of Nancy Seferian.

Monthly Meeting Date: The regular monthly meeting date of the WAP Board of Directors was returned to the second Wednesday of each month.

Notice to the Membership: The following was passed at the October 14, 1992 meeting of the Washington Apple Pi Board of Directors:

"It is the continuing policy of Washington Apple Pi that people should associate with WAP and participate in its activities using their actual, everyday names. People should not use "handles," aliases, or other forms of deception. Violation of this policy is grounds for expulsion. The Office Staff is authorized to verify identity at its discretion."

–Dana J. Schwartz, Secretary

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Artists on exhibit

by Ann Aiken

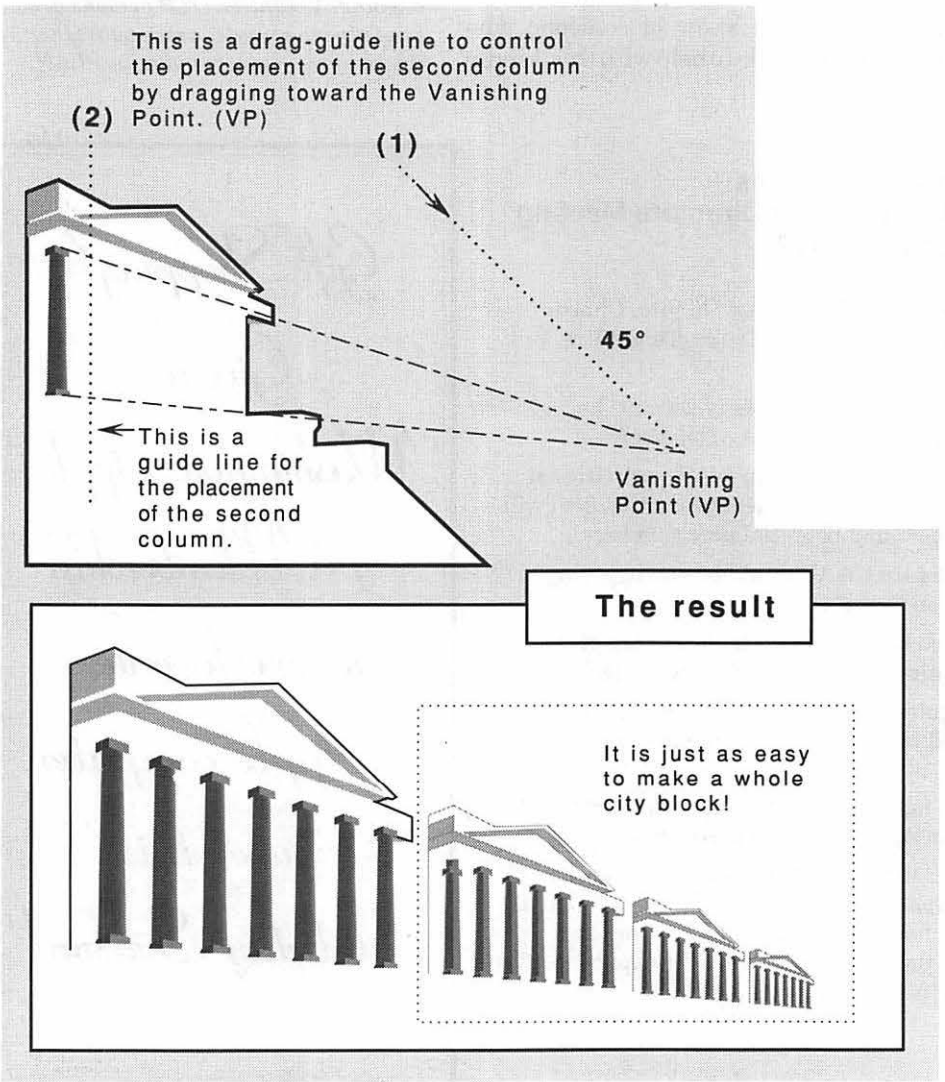
SPECIAL EDITION - Graphic Tips

The computer makes some perspective tasks very easy. A good example occurs in the drawing of the Capital buildings featured last month. The Scale Tool is most useful for true perspective effects. The Scale Tool has two parts. The first click is a cross hair locating the action "here at this point." The second click reveals an arrowhead which controls the action.

It is essential to run a test to understand the difference between using the Scale Tool and the Blend Tool to create perspective effects. Only with the Scale Tool will the distances *between* objects near the vanishing point diminish as they should. Grouped objects will duplicate *all their parts* with the Scale Tool. This will not happen when the Blend Tool makes duplicates.

I hope these tips are useful and I invite feed-back from readers.

Series of Columns



Step 1 Select

Draw the first item in the series (the column) and select it.

Step 2 Click

Click at the vanishing point (VP) with the Scale Tool. The pointer will become an arrowhead. Proceed to Step 3 without making any other mouse clicks.

Step 3 Drag

Click and hold the arrowhead pointer near the end of the drag guide line (1) and drag toward the vanishing point (VP) until the column moves to the position indicated by the second guide line (2). Hold the Option Key down, to copy the column, then release the mouse. It is important that the drag guide line (1) be exactly 45°.

Step 4 Duplicate

Immediately click Command-D five times to position the remaining columns.

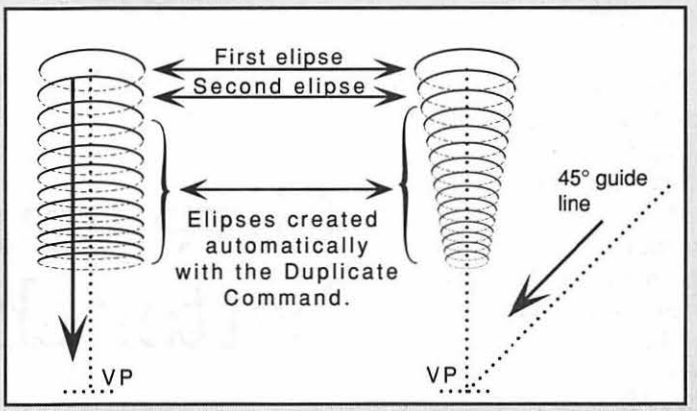
About the Ellipses (Right)

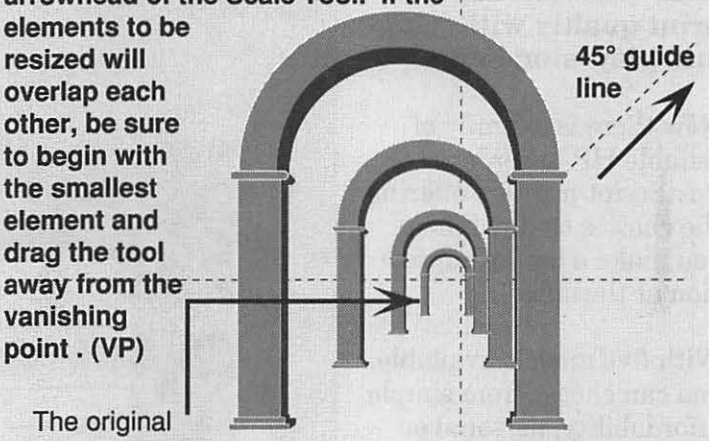
In the first instance the placement of the second ellipse is accomplished by dragging straight down along the vertical axis with the second part of the Scale Tool (the arrowhead). Notice that each ellipse is narrower vertically than the one above it but is the same width. This progression is a true perspective rendering.

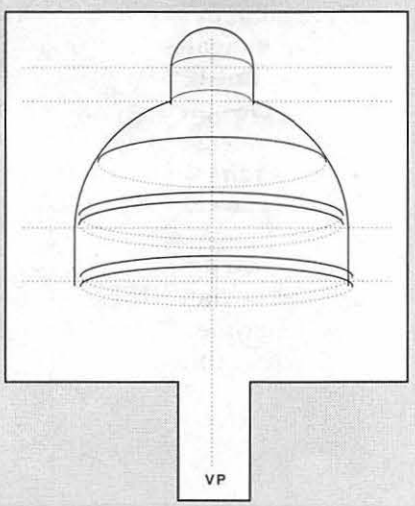
In the second example the placement of the second ellipse is accomplished by dragging toward the vanishing point along the 45° angle after the second click of the Scaling Tool. Notice that each ellipse is the same proportion as the one above it. Dragging toward or away from the vanishing point (VP) along the 45° angle line makes the new item's proportions identical to the original.

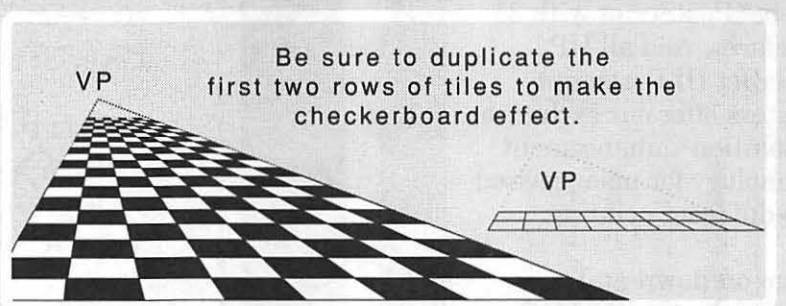
Note: Do not attempt to use the Blend Tool to create true perspective. The results can sometimes appear correct but never are.

Last month the drawings which were featured in this column were created for use in the clip art collections of One Mile Up, Inc., with the gracious consent of Mr. Gene Valesques.– Carole O'Connor









This column is an introduction to a new feature article we will showcase called "Graphic Tips." It is authored by November's artist of the month, Carol O'Connor.

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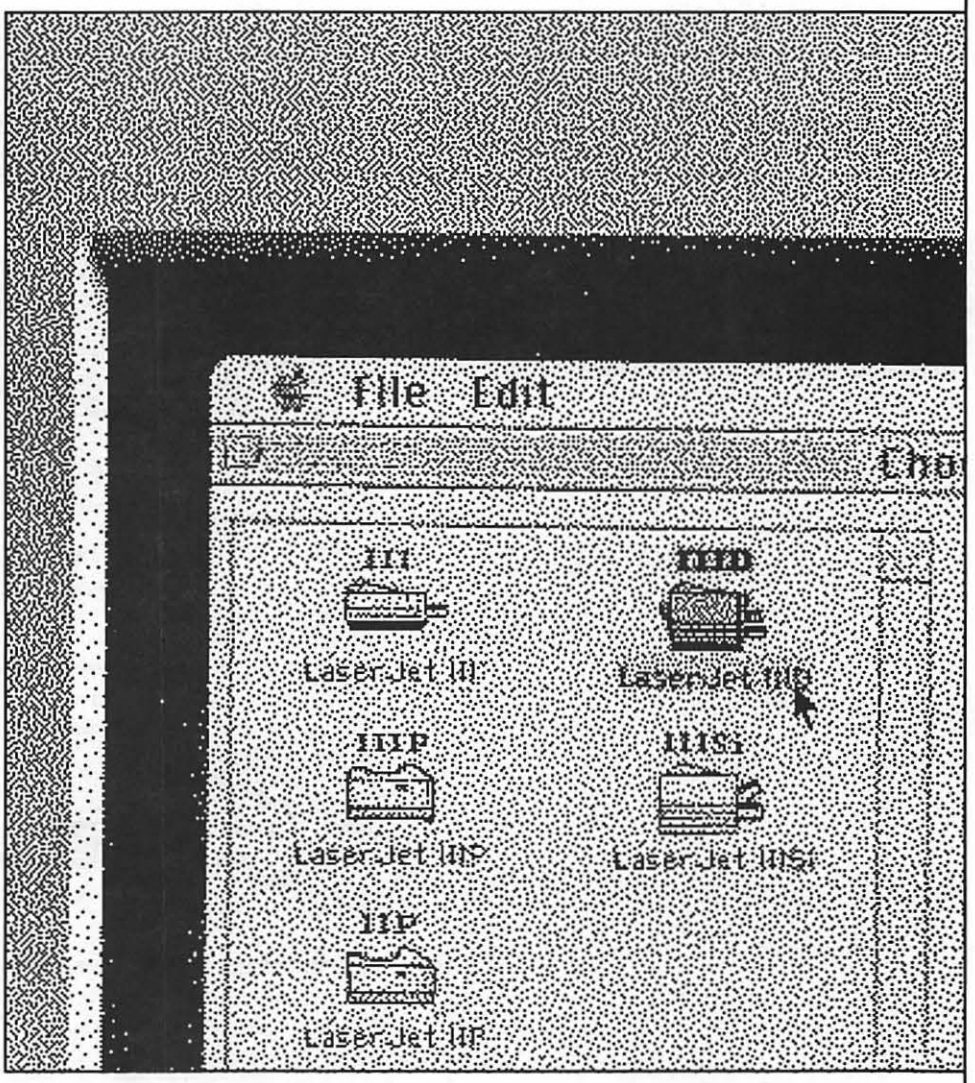
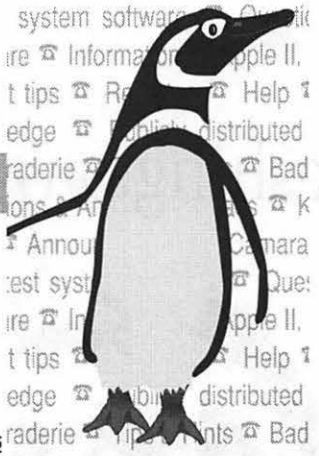


HEWLETT PACKARD



How to use the TCS Editor

by The Crew

The Editor is used by the TCS for various purposes, the most familiar of which will be for entering messages in the Bulletin Board System. Functions of the Editor fall into two categories: those functions which are used to enter text and those which are used to change existing text.

Entering Text

On entering the Editor for the first time, you will be prompted to "Enter text, press Return on a blank line when done." Entering text is basically like typing on a modern electronic typewriter: you can back up and retype anything on the current line, but you can't go back and change something on a previous line. When you reach the end of one line, it "wraps" the last word around to the beginning of the next line. When you have typed all that you wish to type, press Return on a blank line. This signals that you have finished typing, so if you want to insert a blank line into your text you have to fool the computer by pressing the space bar before you press Return.

In addition to providing Delete or Backspace to correct misspellings on the current line, the Editor has some convenient editing controls. Press Control-X to erase everything on the current line all the way to the left, and press Control-W to erase the previous word, one word at a time.

Some people prefer to compose text offline, using their favorite word processor and familiar techniques. Some special consideration and an extra step is required to transfer that text to the TCS's Editor, so it's up to you to decide if this technique is for you. If you choose to follow this route, remember the following: each line can be no longer than 78 characters, after which a carriage return must be placed for each. Use a fixed-width font so that you can be sure how wide the text is, and avoid "special" characters such as curled quotes, dashes, bullets and foreign characters. Consult the documentation for your terminal software on how to perform an "ASCII text upload" or text send.

Editing Text

The Editor has only one menu of commands. When you press Return on a blank line you exit to what is known as the Editor Prompt. From this prompt there are several basic editing functions available to you, as well as the commands to save or discard your text. Press A to Add more text at the end if you are not finished entering text.

Many commands require "line numbers," the number each line is assigned sequentially in the body of text. The Insert command, for example, differs from the Add command in that it requires a line number to tell it where in the text you want to insert. If you need to know the number of a line containing a certain word, press F for Find and enter some text which appears in that line. You can also toggle "Line Numbering" on and off which displays each line number during text entry. Press N for Numbering.

To retype a line a different way, press E for Edit, and provide the line's number. You will be prompted with the old contents of the line. Press Return to accept the text or retype it as you see fit.

To do a find and replace, press X for Exchange Text and supply a line number. Then type the portion of text you wish to be removed, and follow it with the portion of text you wish to be left in its place. To do this throughout the entire document, press G for Global Replace, and enter the old and new text the same way. Press C to Clear all contents of the editor if you wish to start over (you will be prompted for a Y or N, so that this doesn't happen by accident).

Press L to List the entire contents of the editor at any time. Press S to Save that text if you are satisfied with its contents, or Q to Quit if you change your mind about entering this text.

All of these commands can also be performed while entering text by placing a special code on a line by itself. Called "dot commands," these special codes correspond to commands at the prompt, preceded by a period. For example, a dot command can be used as a shortcut to saving the text by entering a period and the letter "s" on an empty line and pressing Return.

washington apple pi

Dec. 12, 1992
9 a.m. to 2 p.m.

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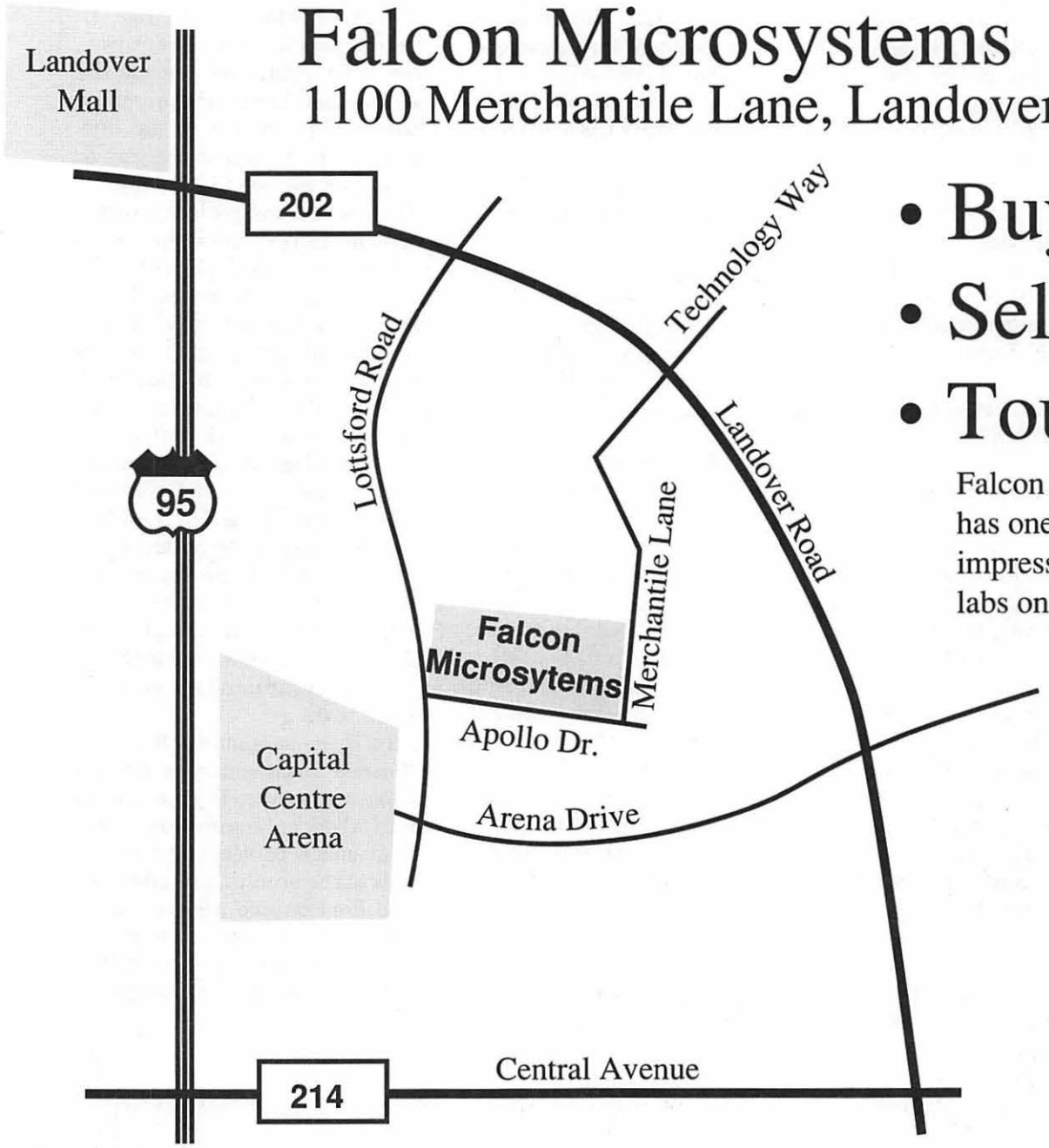

- Buy!
- Sell!
- Tour!

Falcon Microsystems has one of the most impressive Macintosh labs on the East Coast.

Macintosh Tutorials for December

by Keith Malkin

As always our greatest need is for volunteers and teachers for our training program. If you can help or if you have questions, call or write me. I'm Keith Malkin and I can be reached at (703) 503-8591; 9505 Draycott Court, Burke, VA 22015-3253.

Without the necessary teachers for the courses, the WAP training program would not exist. If you have expertise in any subject useful to Mac or Apple users, please consider teaching. Instructors have an opportunity to work with students in small groups and informal settings. The teaching process is truly rewarding. Besides the spiritual and intellectual, rewards also include compensation; you will be paid. Call Craig Eastman at home (202) 234-1088 if you have a subject you'd like to teach.

Macintosh Tutorials

The Macintosh Introductory Tutorials are a three-part introductory series designed for beginning users or those desiring to brush up their skills. The primary focus of these courses will be on the System, Desktop, Icons, Windows, and basic concepts in System 7, but System 6 hangers-on are welcome and encouraged to participate. Their issues and concerns will be addressed. Please try to take all three parts; this is the most beneficial arrangement.

Introduction to the Macintosh, Part I (Course # M101192) You should go through the Guided Tour disk that comes with your computer or system upgrade kit before you come to class. You'll learn: how to safely turn your Macintosh on and off; what the basic dos and don'ts are; how to understand common Macintosh terminology found in manuals and other documentation; how the basic components of your Macintosh system, hardware and software, work. You'll also learn why the Macintosh user interface is consistent across all applications, and how this makes learning and using software easier.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

Course Date: Monday, December 14.

Introduction to the Macintosh, Part II (Course # M201192)–Part II will continue the exploration of the basic components of your Macintosh system, hardware and software. You'll learn more of the do's and don'ts; the finer points of the Menu Bar, error messages, dialog boxes, icons, folders, keyboard shortcuts, Scrapbook, and Clipboard will be discussed. You'll learn the basics of installing software, and about the Chooser, peripheral devices, and how they are connected to the Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

Course Date: Monday, December 21.

Introduction to the Macintosh, Part III (Course # M301192)–Part III will follow up the concepts in Parts I and II. You will learn more advanced Macintosh skills and terminology; about the system software and using, installing, and updating system files; about managing memory, hard disk space, fonts, sounds, and other resources, the Apple menu, aliases, launching applications, inter-application communications (publish and subscribe), and balloon help. You'll also learn about how to buy hardware and software, how to upgrade, and what kinds of software are available for your Macintosh.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

Course Date: Monday, December 28.

Maintaining Your Macintosh (Course # OS3011092)–How to maintain and troubleshoot your Mac. Topics will include: organizing and managing your hard disk; backing up and back-up strategies, archiving, disk formatting, defragmentation, and optimization; managing start-up resources (including System 7 extensions or System 6 INIT's); avoiding conflicts and incompatibility; virus protection; memory management; upgrading or replacing the operating

system; system enhancements; customizing software installation; cleaning your mouse; and Macintosh "housekeeping" philosophies.

Materials Required: Your Macintosh, hard disk drive, startup disk, and an unformatted DSDD 800K disk.

Course Date: Wednesday, December 30.

Other Educational Opportunities

I've listed some training resources to supplement our class schedule. I am not endorsing the listed resources. Call or write me about your training experiences outside the Pi. I am very interested in documenting courses at local schools, colleges, universities, adult and continuing education programs, courses at the Smithsonian, and other Macintosh or Apple II training. Any information would be very helpful in this regard.

If you are interested in college, graduate, or professional study involving the Macintosh in a field like graphic design, photography, filmmaking, animation, training design, etc., write to me at 9505 Draycott Court, Burke, VA 22015-3253, enclosing a SASE, and I'll get some options and info to you.

- **Rochester Institute of Technology, Technical and Education Center of the Graphic Arts** (Frank E. Gannett Memorial Building, PO Box 9887, Rochester, NY 14623-0887) (716) 475-5000) The T&E offers graduate and professional-level study including seminars, credit courses, degree, and other programs in color prepress, digital photography, desktop publishing, and other fields of interest to the Macintosh communicator.
- **Personal Training Systems** (828 S. Bascom Avenue, Suite 100, San Jose, CA 95128): 1-(800)-TEACH-99. Personal Training Systems offers a pretty comprehensive set of 90-minute tutorial modules which consist of an audiocassette and computer disk. Most sets have four or more modules ranging from beginning to more advanced topics. At mail order prices of $60 or less per module ($99.95 list), these packages are relatively cheaper than other such training materials. Check them out.
- **Northern Virginia Community College**

  Alexandria Campus, (3001 North Beauregarde Street, Alexandria, VA 22311) (703)-845-6301)

  Loudoun Campus, (1000 Harry Flood Byrd Highway, Sterling, VA 20164 (703) 450-2571). Continuing education classes in Macintosh computing. Associate Degree in Applied Science programs in Communication Design and Computer-aided Graphic Design at the above campuses. The primary Macintosh classes are Computer Graphics I and II. Advanced projects and seminars are required for degree students.
- **AFI-Apple Computer Center for Film and Videomakers**, Los Angeles, CA: (213) 856-7664 or 1-(800) 999-4AFI. Courses in film, video, and multimedia—most involve Macintosh computing. Courses primarily at the Los Angeles campus.
- **Avid Education Services**: (617) 221-6789. The Avid Media Composer is the premiere off-line editing system in video and film (cine as the insiders call it). It is Macintosh-based. If you are interested in video, film editing, or production, learning the Avid system is a good idea. Courses around the country.
- **The Corcoran School of Arts**: (202) 628-9484. Courses in Macintosh color computing, design, illustration, art, and electronic pre-press. Courses in Georgetown.
- **The Eastman Kodak Center for Creative Imaging**, Camden, Maine: 1-(800)-428-7400. State-of-the-art, Macintosh-based imaging, digital photography, and electronic prepress. Courses on beautiful Maine campus in a building Kodak calls the Atelier.
- **The Sony Video Institute** (The Sony Institute of Applied Video Technology, 2021 North Western Avenue, PO Box 29906, Hollywood, CA 90029): (213) 462-1987, then #*. Film, video, and multimedia courses–many involving the Macintosh. Courses in Hollywood and around the country.
- **Dynamic Graphics Educational Foundation**: 1-(800) 255-8800. The "Step-by-Step Graphics" people offer courses on Mac-based graphic design, electronic publishing, color pre-press, etc., at a Peoria campus, at DC area hotels, and other locations. Price range: approximately $200-800.

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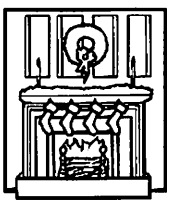
PaperDirect Foils the Competition

by Debbie Hoyt

Busy, busy, busy! Who of us in the Washington Metro area is not constantly searching for a few more

minutes in a day to accomplish some task? And with the holiday season upon you, how many of you can even imagine getting all of the work that you have to accomplish finished and still have time to do the cooking, shopping, visiting and card writing that this season generally requires? Not many, I'm sure. Wouldn't it be nice if there were some way that you could automate at least some of those tasks while at the same time not giving the impression that individual attention was sacrificed to the gods of punctuality or technology?

Well, just maybe there is. PaperDirect, a company out of New Jersey, has teamed up with Avery to present a way to help you through the great mounds of cards and seasonal greetings that you are about to embark on–personalized greeting cards that can be run off on your laser printer. You've likely seen the Paper Direct catalog with its host of beautiful papers, stationery, mailers, preperforated business cards, etc., that you could customize for your own needs, but perhaps you weren't quite sure how well these products worked or whether you would be willing to sacrifice a couple of the cards, etc., to find out if you could position your message or center the address just right. No problem, the catalog also offers Macintosh and PC templates for both of the two most popular word processors of the two platforms: Microsoft Word and WordPerfect. But for an even greater convenience, Paper-



Direct has put together a custom laser Greetings Card Kit that contains just about everything that you need to get those cards out the door looking sharp.

The kit includes custom laser Greetings CardTemplates, Avery's label production software, MacLabelPro, two sheets of Avery clear laser labels in the two most popular sizes, 15 different pre-designed, scored, laser compatible Christmas and Hanukkah cards, matching envelopes and envelope seals, two display-type Bitstream fonts, 30 clip art images, Desktop ColorFoil transfer sheets and a step-by-step manual. The kit is designed to allow the user to create beautiful in-house, customized, personalized holiday greetings that look like they were sent to a professional typesetter. And with the three sheets of ColorFoil that are included with the kit, your cards can even be in color. Very impressive!

CardTemplates is a collection of ready-made layout styles which can easily work with Microsoft Word's mail merge function to take care of all of those corporate greetings cards that need to be done. And to avoid the frustration of mangled envelopes, the kit supplies you with clear Avery envelope labels on which to print the adresses. The clip art which comes with the kit can be placed on the labels, resized to your liking or you can place your company logo there for a really distinctive look.

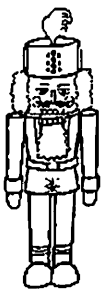
But now for the more important question: Does it perform as well as we're told? Well one major drawback,

or maybe not, is that you can not import or place the PICT's into *PageMaker*. The templates do not support page layout packages, only the designated word processing packages. In order to bring one of the PICT's into a page layout package, you have to first place it in the word processor, the copy and take it into a graphics package and Export it or Save as an EPS from there. This is more than a little inconvenient and I expect to get a great deal of sympathy from all of you because you will notice that many of these EPS files are scattered throughout this month's Journal and especially throughout this article. See all of the hard work that I do for you? [I think that I had better stop now, I'm beginning to sound like someone's mother.]

Actually, it does perform rather well, and, naturally, there were more than a few trials on my part, so allow

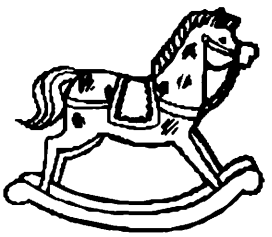
me to pass along some tips that will make the process smooth sailing for you:

- Be sure that you load the cards manually. They will not print well, if at all, if you send them through the paper tray.
- In working with the templates the first thing that I noticed was that all of my printouts had black rectangles where the graphic should be. The manual doesn't mention this, but you must check the Color/Grayscale option in the Print dialog box of Microsoft Word. This allows the graphics to print out as they should.
- When customizing your cards with personal messages, keep the messages approximately the same length as that in the template



which you are using. The manual suggests that all changes need to be made through the Format menu. Not true. You can change font, size, style, and layout the same way that you would change any other document in *Word 5.0*: By using the Ribbon.

- When customizing your cards with a company logo or any other graphic, keep the graphic approximately the same size as the graphic that it replaces in the template, otherwise itmight not print all of your graphic.
- Start out by printing your messages, graphics, etc., on plain paper, not on the accompanying stationery. This way you will have a feel for how the software places messages and graphics on the page. The cards that come with the package measure 8.5" x 11" so they are designed to work well with regular laser printers without a great deal of extra hassle. After a few trial runs on plain paper, being certain that you have taken careful note of which edge of your paper goes in first and which side is facing up (the manual does not give you direction for this), you'll be ready to

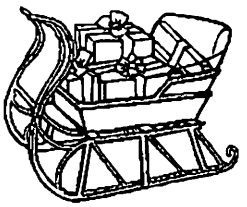


begin printing out your own personalized stationery.

- The Desktop ColorFoil will print out beautifully over graphics and text. After you have printed out and covered your text or graphic, run the page through the printer one more time but have the printer set to print a blank page. It is actually the heat generated within the printer itself that makes the foil adhere to the graphic or text that it covers when the page is run through the printer the second time. This is explained in the notes that come with the ColorFoil, but not within the manual itself.

I was very pleased with how the Custom Laser Greetings version that I tried worked. Once I had gotten my act in gear and figured out a few things that the manual didn't mention, all was clear sailing. Would I recommend this package? You bet. For anyone sending serious amounts of mail during the holiday season, it's a godsend; for those that just want to send really sharp looking, customized greetings, it's a must have. The software is designed to work well with the Microsoft formatting and it takes full advantage of its merge capabilities and of its ability to use size specific labels.

When you finish merging your mailing list with the template files and adding the coup de gråce (i.e., Desktop ColorFoil) you'll end up with professional looking custom laser print cards that give the impression that they were created by a professional typesetter. And if that weren't enough, when you purchase the package, PaperDirect makes a contribution to the Global ReLeaf tree planting program.



Name: Custom Laser Greetings Card Kit

Publisher: PaperDirect

Phone: (800-A-Papers)

SRP: $65.00

For Avery MacLabelPro Users: $49.95

Hardware Reqs.: Laser printer with at least 2 MB of RAM.

Software Reqs.: Microsoft *Word*

WAP's Guide to the Apple Macintosh Orchard

by Tom Witte and Jon Thomason

Times have changed. Once, it was easy to pick a computer but hard to learn how to how to use it. Today, as computers are becoming easier to use, the multitude of models is making the selection of the 'right' model a much more difficult decision. If you are one of the old time Mac "power users" or one of Apple's targeted 7,000,000 new users, we hope this mini-guide will assist you in your selection of a new or used Mac as you stroll though the Apple Macintosh orchard.

The following categories are listed in the accompanying charts.

CPU (Central Processing Unit)–This is the model number (Motorola 68xxx) of the chip which makes all the decisions in your Mac. A 68020 is more powerful than a 68000. A 68030 is a 68020 with a built-in PMMU (see below.) A 68040 is more powerful than any of the three.

Clock Rate–This indicates how rapidly (in megahertz, or thousands of times per second) the CPU performs an instruction cycle. For any given CPU chip, the higher number is better. Note that overall performance goes beyond the simple clock rate. For example, a 68040 performs more operations in the same number of clock cycles than a 68030 does.

Paged Memory–A PMMU, or Paged Memory Management Unit, is required for virtual memory and for the A/UX operating system. Starting with the 68030, microprocessors provide this function internally. The 68020 requires a separate chip for this.

Math Coprocessor (Floating Point Math Coprocessor)–If present, this chip can be used to improve performance in math-intensive scientific and CAD applications. Some such programs will not run without one.

Slots–Expansion slots. These allow you to plug in extra components to enhance the flexibility of your computer. Popular components include video cards, accelerators, network interface boards and special coprocessors. There are different types of slots. NB stands for NuBus, which is the most common type of slot. A Processor-Direct Socket, or PDS, provides direct access to the microprocessor in a given machine. PDS can vary from one platform to another. The PDS on PowerBook Duo systems allows connection to various "docks" which may contain many expansion ports. Mac LC and LCII use the PDS for the Apple IIe emulation card.

Maximum RAM–The most memory a machine can address using the appropriate speed and type of memory. The Classic, Classic II, and all PowerBooks require special RAM boards. Other Macs require SIMM (Single Inline Memory Module) units. The Mac II and IIx require a special type of 4 megabyte SIMM to reach their maximum capacity. Some machines may be able to use certain third-party 8 and 16 megabyte SIMM's, as well.

RAM Speed–Some Macs require faster memory chips than others to keep up with their total system performance. Access times are rated in milliseconds, so a smaller access time is a faster chip. Always put the required speed RAM in your Macintosh. You can use faster chips, but they will not improve your system's performance.

RAM type–All Macs use dynamic RAM chips (DRAM) for their main memory, with the exception of the first few portable and PowerBook machines. These used pseudo-static RAM chips (listed as "pSRAM") to take advantage of their reduced power requirements. Newer PowerBooks use DRAM's anyway, since the power requirements on DRAM's have come so near to those of the pseudo-static RAM's that the additional cost was no longer justified.

Battery Type/Operating Time–When they aren't using 110V household current, portable or laptop Macs use either lead-acid, nickel cadmium or nickel hydride batteries. Lead-acid batteries hold a charge longer, but are larger and heavier. The estimated operating times vary. Some PowerBooks have more intelligent power-saving features which shut down certain features when they're not needed. Reducing the video backlighting is one way to conserve energy when an outside light source is available. Avoiding use of floppy drives is another way.

Floppy Drive–The earliest Macs used 400k single-sided floppy disks. Their successors use standard double-sided 800k floppies for the

Mac or the Apple II ProDOS operating system. Macs with 1440k floppies can use all these kinds, plus special high-density 1440k disks and MS-DOS formatted disks.

ADB Ports–Apple Desktop Bus ports. These are where you connect input devices such as keyboards, mice, graphics tablets or trackballs. Some Macs provide two ports for convenience because some ADB devices don't daisy-chain together.

SCSI port (Small Computer Systems Interface port)–This is where you can attach up to 7 SCSI devices in a daisy chain. External hard drives, scanners and some laser printers are the most common examples of SCSI devices. The Mac Quadra series provides a backward-compatible SCSI II port for use by faster and more powerful devices designed to take advantage of the SCSI II.

Device Mode–Some PowerBook systems can act as hard drives when they are connected via the appropriate cable to the SCSI port on another Mac. This is one way to transfer files to and from a desktop-based Mac.

Internal Video Support/Video Output–The "Toaster Macs," [the skinny & fat Macs, the PLUS, SE, SE/30, Classic and Classic II] have a built-in 9" black and white video screen. Early Mac II's, while offering color, provided no support for video, thus requiring a video expansion card in one of the built-in slots. These days, most Macs have built-in support for Apple's most common monitors and even for some VGA monitors. Built-in video capabilities are listed in terms of the largest Apple monitor supported to the greatest pixel depth (number of bits of color resolution.) Some Macs, notably the IIsi and the IIci, run more slowly when using internal video than when using a separate video expansion card.

Video LCD Screen–Portable and notebook Macs are listed with their built-in LCD display type and shades of gray. Active matrix displays are more responsive and have a sharper contrast than SuperTwist displays.

Sound Input–Some Macs come with microphones and allow 8-bit digital recording of messages or sounds. An accessory, Mac-Recorder is available for Macs that lack sound input. Any Mac can play sound files. HyperCard 2.0 audio stacks offer some tools for modifying sound files.

Sound Output–All Macs contain built-in speakers for monophonic sound. Some Macs provide stereo sound output through a headphone jack.

Minimum System Version–The oldest version of the Macintosh System Software that can be used with each machine. If there's a most unreliable category in these charts, this is the one. All machines with at least two megabytes of RAM and a SCSI hard disk are compatible with Systems 7.0.1• (meaning System 7.0.1 with the System 7 Tune-up) or with System 7.1, which will be included in new Macs which require it.

Upgradable To–Some Macs can be upgraded to newer, more powerful machines through motherboard trade-ins or dealer-installed modifications. The PowerBook Duo systems can take on new personalities by adding detachable expansion units known as "docks." Some docks provide slots, extra serial ports, more hard drives, external video, floppy drive ports, and special network connections. Third-party developers may provide new docks to meet special needs as time goes on. Older Mac SE's and original Mac II's can be fitted with 1440k ("FDHD" or "SuperDrive") floppy drives and the controller chips that these drives require. Through motherboard trade-ins, Mac II's and IIx's can be upgraded to IIfx's; IIcx's and IIci's can be upgraded to Quadra 700's. These upgrades may be limited by supply, so contact your dealer to see if a particular upgrade program is available.

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Classic Series

	128/512	Plus	SE	SE/30	Classic	LC	Cl II/P200	LC II/P400
CPU	000	000	000	030	000	020	030	030
clock rate (MHz)	8	8	8	16	8	16	16	16
paged memory	-	-	-	yes	-	no	yes	yes
Math Coprocessor	-	-	-	yes	-	-	-	-
Slots	-	-	1 x PDS	1 x PDS	-	1 x PDS	-	1 x PDS
Maximum RAM	*	4 meg	4 meg	32 meg	10 meg	10 meg	10 meg	10 meg
RAM speed (ns)	150 ns	150 ns	150 ns	120 ns	120 ns	100 ns	100 ns	100 ns
Floppy drive	400k	800k	800/1440	1440	1440	1440	1440	1440
ADB ports	-	-	2	2	1	1	1	1
SCSI port	-	yes	yes	yes	yes	yes	yes	yes
Internal Video Support	9"x1-bit	9"x1	9"x1	9"x1	9"x1	12"x16/13"x8	9"x1	12"x16/13"x8
Sound Input	-	-	-	-	-	mono	mono	mono
Sound Output	mono	mono	mono	stereo	mono	mono	mono	mono
Min System Version	4.2	4.2	6.0.2	6.0.4	6.0.7	6.0.7	7.0•	7.0•
Upgradable To	512KE	-	SE/30	-	Classic II	LC II	-	-

Desktop Series

	II	IIx	IIcx	IIci	IIfx	IIsi	Quad 700	Quad 900	Quad 950	Perf 600	IIvx
CPU	020	030	030	030	030	030	040	040	040	030	030
clock rate (MHz)	16	16	16	25	40	20	25	25	25	32	32
paged memory	optional	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
Math Coprocessor	yes	yes	yes	yes	yes	optional	yes	yes	yes	yes	yes
Slots	6xNB	6xNB	3xNB	3xNB	6xNB	1xPDS/NB	2xNBII	6xNBII	6xNBII	3xNB+acc	3xNB
Maximum RAM	20 meg	32 meg	32 meg	32 meg	32 meg	17 meg	20 meg	64 meg	64 meg	68 meg	68 meg
RAM speed	120 ns	120 ns	120 ns	80 ns	80 ns	100 ns	80 ns	80 ns	80 ns	80 ns	80 ns
Floppy drive	800k	1440k	1440k	1440k	1440k	1440k	1440k	1440k	1440k	1440k	1440k
ADB ports	2	2	2	2	2	1	1	2	2	2	2
SCSI port	yes	yes	yes	yes	yes	yes	SCSI-II	SCSI-II	SCSI-II	yes	yes
Internal Video Support	-	-	-	13"x8-bit	-	13"x8	16"x24	16"x24	21"x16	13"x16	14"x8
Sound Input	-	-	-	-	-	mono	mono	mono	mono	mono	mono
Sound Output	mono	mono	mono	stereo	stereo	stereo	stereo	stereo	stereo	stereo	stereo
Min System Version	6.0.2	6.0.4	6.0.4	6.0.5	6.0.5	6.0.7	7.0.1•	7.0.1•	7.0.1•	7.0.1P	7.1
Upgradable To	IIfx	IIfx	IIci/Q700	Q700	-	-	-	Q950	-	P600CD	-

PowerBook Series

	Portable	100	140	170	145	160	180	Duo 210	Duo 230
CPU	000	000	030	030	030	030	030	030	030
clock rate (MHz)	16	16	20	25	25	25	33	25	33
paged memory	-	-	yes	yes	yes	yes	yes	yes	yes
Math Coprocessor	-	-	-	yes	-	-	-	ext.	ext.
Slots	1xPDS	modem	modem	modem	modem	modem	modem	mdm/PDS	mdm/PDS
Maximum RAM	9 meg	8 meg	8 meg	8 meg	8 meg	14 meg	14 meg	24 meg	24 meg
RAM type	pSRAM	pSRAM	pSRAM	pSRAM	pSRAM	DRAM	DRAM	DRAM	DRAM
Battery Type	Lead-acid	Lead-acid	NiCad	NiCad	NiCad	NiCad	NiCad	Ni Hydride	Ni Hydride
Operating Time	3-6 hr	3-4 hr	2-3 hr	2-3 hr	2-3 hr	2.5-3 hr	2.5-3 hr	2-4.5 hr	2-4.5 hr
Floppy drive	1440k	ext.	1440k	1440k	1440k	1440k	1440k	ext.	ext.
ADB ports	1	1	1	1	1	1	1	ext.	ext.
SCSI port	yes	yes	yes	yes	yes	yes	yes	yes	yes
device mode	-	yes	-	-	-	yes	yes	ext.	ext.
Video LCD Screen	10" active	9" twist	10" twist	10" active	10" twist	10" twist	10" active	9" twist	9" twist
Shades of gray	2	2	2	2	2	16	16	16	16
Video Output	-	-	-	-	-	16"x8-bit	16"x8	ext.	ext.
Sound Input	-	-	mono	mono	mono	mono	mono	mono	mono
Sound Output	mono	mono	mono	mono	mono	mono	mono	mono	mono
Min System Version	6.0.7	6.0.8	7.0.1•	7.0.1•	7.0.1•	7.1	7.1	7.1	7.1
Upgradable To	backlit	-	-	-	-	-	-	DOCKS	DOCKS

Hardware Review

Photo CD: Desktop Photography for the Rest of Us

by © 1992 Dennis R. Dimick

Why should Macintoshusers care about a compact disk Eastman Kodak introduced this fall that allows photographers to view their pictures on a TV screen?

Because this disk, called Photo CD, gives a comparatively cheap way to get high quality photography into the Macintosh. It allows you to import and modify photos, and produce pages and publications with pictures, photographic presentations, artwork based on photos, or QuickTime movies. Quality, at least on early review, seems equivalent to desktop slide scanners.

What is Photo CD? It's a gold disk the size of an audio compact disk and conventional CD-ROM. Developed by Eastman Kodak and Phillips, Photo CD contains photographs in digitized form. The source photographs are from conventional silver- and dye-based films like Kodachrome or Fujicolor. Each disk holds about 100 35mm color transparencies or negatives by using data compression. The file format is proprietary, but Kodak has developed a several ways to access these files. Data is stored on disk so images can be produced in five sizes, from thumbnail to poster size.

Photo CD is not a digital camera. Digital still camerasare separate animals thatproduce images on magnetic recording media. Their advantage is that you can get images instantly. Their low-resolution video quality in no way compares to Photo CD.

At its highest level, Photo CD produces 24-bit color images about 28 by 42 inches in size without pixellation. Photo CD varies from traditional write-once CD-ROM by providing the ability to add pictures to disk in successive writing sessions. Called "multi-session," this capability has advantages, but it also has created confusion. You do not need "multi-session" capable drives to read Photo CD, but not all "single-session" drives on the market will read Photo CD. More on this later.

Photo CD may be the first consistently practical reason for using CD-ROM. Until Photo CD arrived, CD-ROM generally was a technology in search of purpose, at least for most Mac users. Many have used their drives mainly to play music from compact disks.

If you've got a closet, or shoe box, full of negatives or slides, and have dreamed of a personal photographic clip art ar-chive, a family Christmas newsletter illustrated with your pictures of the kids, or just want to publish pages with your pictures on them, Photo CD may be what you need.

Kodak's strategy for Photo CD surrounds the idea that amateur photographers will sit around the television and show their latest 35mm vacation or party snaps just like a movie from the local video parlor. The fact that this same disk can produce high-quality photography on the Macintosh is a byproduct of Photo CD's main thrust.

Computers: Start With an LC

Kodak says the minimum equipment setup is a Mac LC with 4 MB or more of RAM with a color monitor and 8-bit color video. System software 6.0.5 or later is required, and you must have at least four MB of free hard disk space. The preferred setup is a Mac II-class machine with

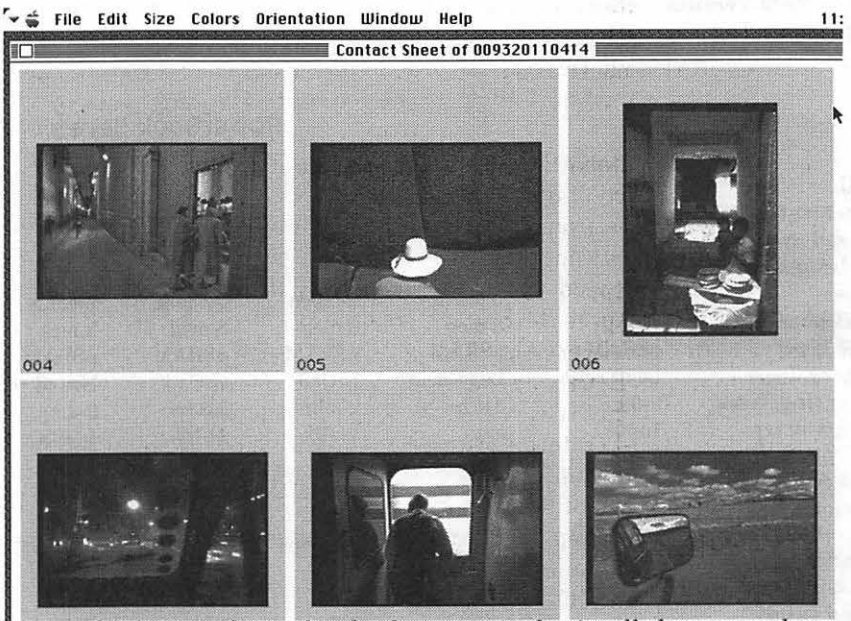

Photo CD Access software first loads on screen what is called a contact sheet of slides. You can choose between a sheet like this or a dialog box with one slide showing when selecting images.

8 MB or more RAM, 8 MB free hard disk space, and 24-bit video support. The required free disk space is used as virtual memory or disk cache space to hold images while being uncompressed from disk and processed by software.

CD-ROM Drives: Buy Carefully

Of course a CD-ROM drive is required, but not all Mac-compatible drives work with Photo CD. Kodak says "XA drives" (extended architecture) are required. This can mean recent Apple brand drives, including the CDSC+ and 150. Both have Sony-based mechanisms. These drives are compatible with Photo CD, but only in "single-session" mode. An added requirement, "XA drives mode 2," is needed for "multi-session" capability. What's the difference between "single-" and "multi-session?"

Drives currently available, such as the Apple CD 150, are identical in performance to Apple's CDSC+, support "single-session" Photo CD. This means your drive will read Photo CD as long as all pictures were placed on the disk during one recording session. Be sure to use Apple's CD-Install v3.2 system extension, which comes with these drives. No doubt other drives work, but this discussion will stick with what I know works.

Apple's new Macintosh Performa 600 CD and IIvx CD computers will incorporate the "multi-session" model 300i Sony drive. This two-speed drive has twice the access speed of previous Apple drives. Apple has announced for January delivery a Model 300 external version. Both drives are supposed to support Photo CD multi-session, Phillips' CD-I (Interactive), and CD-MIDI (Musical Information Digital Interface). None of these extra talents are needed to get Photo CD images into your Mac.

Apple also announced that the currently selling model 150 CD-ROM drive will continue to be available at less cost. The 150 will work just fine for accessing Photo CD images, as long as all images on the disk were recorded at the same time in a "single-session."

[Be careful of the NEC CDR-74. A friend and I have struggled for weeks to get his new drive to work with Photo CD, despite claims to the contrary by NEC. Only with NEC's CD-ROM driver v2.25 does Photo CD work at all. But we could not produce clean pictures any larger than snapshot size. Larger images were marred by visible scan lines. The v.2.25 driver is available only from NEC by phone, and this entails navigation and long waits on a poorly designed electronic telephone answering system.]

The best way to determine drive compatibility is to call Eastman Kodak's technical support line before you buy, or try to use it with Photo CD. (1-800-242-2424, ext. 51)

Why Multi-Session?

Most people don't shoot three or four 24-exposure rolls at a time, and Photo CD can hold up to 100 images. So Kodak came up with a variation on write-once CD schemes that allows adding more pictures at a later time. This "multi-session" idea allows you to shoot a roll now, put it on disk, then add more rolls in later sessions until 100 images or so are on disk. Each image takes about five MB of storage space on disk

Multi-session also creates compatibility problems for CD-ROM drives already on the market. As with hard drives, small areas on a Photo CD are devoted to directory information about the drive's contents. As additional pictures are added in later sessions, directory information for new pictures appears in a place other than a standard CD-ROM drive would look for it. ROM or software driver upgrades might solve this compatibility problem for some drives already on the market.

Getting Around Multi-Session

If accessing high-quality photography is your main goal, multi-session is not much of an issue. If you own a single-session compatible drive, just order a new Photo CD disk each time you take rolls or pictures to your Kodalux dealer.

Kodak might change its approach to writing the disks. One Kodalux representative told me in late September that Kodak might modify its disk writing scheme so the whole disk's directory file is rewritten each session to combine all information in one place. This would allow owners of single-session drives now available to read pictures added in later sessions.

Another way, especially if you have existing collections of slides or negatives, is to edit together 100 pictures in a batch, then transfer them to disk all at once. You fill up the disk and avoid the need for later sessions.

An added reason for not writing to the same disk in multiple sessions is that Kodalux currently charges $2 (in addition to regular image transfer fees) to write new sessions to a disk. So you could save a couple of bucks by always getting a new disk.

Software: From Disk to Desktop

Three methods now exist for getting Photo CD files into your Mac. One is Photo Access, a $40 software program from Kodak. The other two are a plug-in for Adobe's *Photoshop* program and a new version of the QuickTime Extension from Apple.

Kodak's Photo Access software allows import, modest manipulation, and export to TIFF, PICT or EPS formats. Adobe's Photo CD Plug-In for *Photoshop* was posted on on-line services in October. This plug-in allows transparent import of Photo CD files into this very popular graphics editing program. The third method, QuickTime, will let you import PICT format photographic images directly into a variety of currently available programs supporting QuickTime.

Kodak's software, called *PCDView*, allows cropping, sizing, changing ori-

entation or color settings before the image is exported. *PCDView* exports in up to 24-bit color depth and five sizes up to 2048 by 3072 pixels. (This is a screen image or poster print more than 28 inches by 42 inches.)

PCDView requires 4 MB of RAM to operate, and employs a disk caching scheme so computers with 4 MB of RAM can handle images of large size. This scheme is essentially the same as virtual memory in System 7, and Adobe's *Photoshop*, where part of the hard disk is used as a "virtual" RAM.

Adobe Systems' Photo CD plug-in allows transparent image import into *Photoshop* from the Photo CD disk. Via *Photoshop's* many editing tools, you get vast image control and modification abilities. Alas, as the industry graphics standard for the Macintosh, *Photoshop* also costs more than $500 from your nearest mail-order retailer.

Apple's new version of QuickTime, 1.5, supports Photo CD when combined with a new system extension called Apple Photo Access. Released as part of System 7.1, QuickTime 1.5 and Apple Photo Access allow transparent decompression, conversion to PICT, and viewing by TeachText. The Apple Photo Access extension organizes Photo CD images in folders by resolution. This extension uses QuickTime to produce thumbnail previews and a slide show of all images on disk, according to *MacWeek*.

Photo CD: Slower, But Lots Cheaper

So far, so good. But there must be a downside. Absolutely. If you need your images within hours or minutes, Photo CD is not for you. In spite of its high quality, several days will pass before your disk returns from Kodalux. My dealer said it would take two or three days turnaround, but my first disk took six days. (They also said I was their first Photo CD customer.) If you can plan your publishing or project schedule, and are willing to wait for quality, Photo CD might be the right medium.

For the price of a CD-ROM drive ($400-$500), mastering a Photo CD (minimum $17.90), and Photo CD Access software ($40), you can access high quality desktop photography. Compared to the least expensive desktop slide scanner (price range $2000 to $10,000+), Photo CD easily holds its own cost wise.

Costing Out a Disk

Some current (Sept. 1992) retail prices for Photo CD include: One roll 36-exposure slide film processing and transfer to Photo CD: $34.10. You also get mounted slides with the disk. This price drops to $28.38 per roll if more than one roll is transferred to disk at the same time. Prices for color negative film are comparable, with extra fees charged if you also want color prints from the negatives. For example, a single roll of color negative 36-exposure costs $41.81 when one set of 3 1/2 by 5 inch prints is also ordered.

Costs for transfer of existing slides, or color or black and white negatives is higher because each frame must be handled manually. The minimum transfer fee is $17.90 for 10 frames, or $1.79 per frame. Twenty-five to 49 images per disk cost $1.69 each, 50-74 images cost $1.59 each, and 75-100 images cost $1.20 each. At retail, a full disk of 100 images would cost $120.

Kodak will write both negatives and slides onto the same disk. There is a $2 additional charge for this, just as it costs $2 extra to get images added to an existing disk (above and beyond prices for image transfer). It's also possible to get duplicate copies of a Photo CD. A duplicate disk with 75 or more images, for example, retails at $99.

Some Early Impressions

My experience is more with photography than with computers. My work as a magazine photography editor requires that I view thousands of high-quality 35mm transparencies each week. These pictures most often are on low-speed, high definition films like Kodachrome 64 and Fuji Velvia 50.

I had in hand a completed Photo CD of personal photographs in before the *PCDView* software had been released by Kodak. (The disk was produced by Kodalux in Rockville, MD) Several telephone pleas to Kodak extracted a pre-release version of the program. Release version 1.1 arrived the last week of September. An Apple CDSC+ drive had been in place for several months in anticipation of the day when Photo CD was in operation.

My initial experience was smooth

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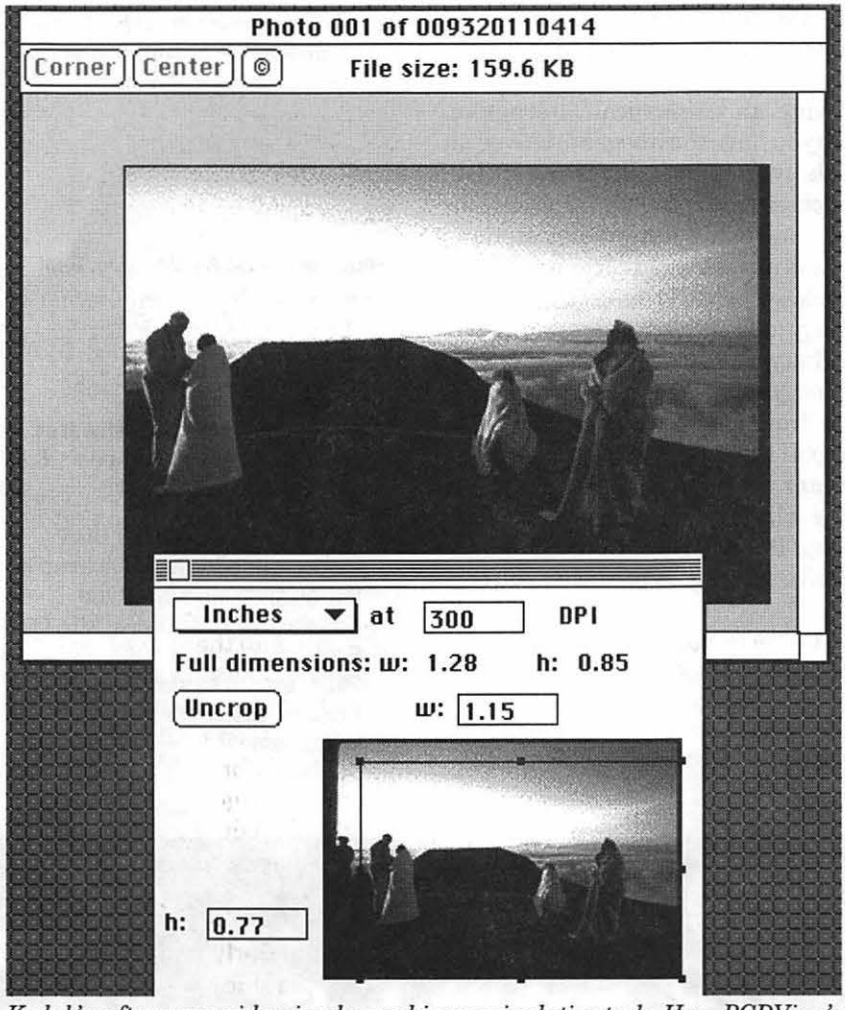

Kodak's software provides simple graphics manipulation tools. Here, PCDView's cropping tools show where crop lines will occur. You can then export in PICT, TIFF, or EPS formats.

using an SE/30 (8/80) and Radius Color Pivot/LE. Eight-bit color is adequate, but does not reveal the detailed quality available from images archived on the disk. Later work with 16-bit video on a IIci better revealed the quality of Photo CD, at least on screen.

That said, the quality of Photo CD is quite amazing. Images are very sharp, and colors are brilliant and accurate, at least compared to the original transparencies. My output has been only to an Apple Personal LaserWriter NT, so I don't have color hard copy to analyze. The *PCDView* software worked flawlessly, and allowed me to bring images into the Mac in a variety of size and bit-depths.

Images in 4- to 24-bit color and 256-shade gray scale are easily produced. I generally found myself creating on-screen images in Kodak's "standard size" (512 by 768 pixels or 7.1 inches by 10.67 inches.) It took less than ten seconds to create the image on screen in 16-bit color, though 8-bit, or even 4-bit gray scale seemed adequate for output to a 300-dpi LaserWriter.

Image file size varied drastically. For example, a "standard" size picture in 8-bit or hundreds of colors (or 256-shade gray scale) took about 390KB disk space. In 16-bit or thousands of colors, file size increases to 750KB. This same picture, in 24-bit or millions of colors, takes 1.5 MB of disk space.

At the high end, the same picture in poster size (28 by 42 inches) and 24-bit color took over ten minutes to decompress from disk and generate on screen with a IIci and accelerated video card. File size was 18 MB. Screen pixellation became only barely visible when actual image size was doubled again to 56 by 84 inches.

Printing was my biggest challenge–getting the right dots-per-inch setting to avoid moiré patterns on the printed pages. The best round dot settings seemed to be 53, 60, and 75 dpi. Actually, 106 dpi even worked. (Thanks to the PeachPit Press Book "Quark Express Tips and Tricks.") Details at 106 dpi were very fine for a LaserWriter, but the gray shades were reduced.

How Significant is Photo CD?

This emerging technology could be as important in the evolution of desktop publishing as the LaserWriter and Aldus *PageMaker*. Now, finally, high quality photographs are available to your desktop without resorting to $10,000 slide scanners or an open account at the local service bureau.

Macintosh desktop publishing specialist Thad McElroy of San Francisco said in the September 1992 issue of **Business Publishing** Magazine, "It's the only CD-ROM product I know of that will change our lives drastically."

Why so? Photo CD will allow you, in combination with a program such as Adobe *Photoshop*, to avoid outside costs of scanning, retouching and separating photos. Photo CD may also provide a way to market photos in a high-quality form with the originals never leaving safe storage in a photographer's archives.

If you are a magazine or newsletter publisher, you could order a disk of images on approval from an agency.

(One photo agency, WestLight in LA, already is planning to market photographic images on Photo CD.) Then you could review on your Mac a variety of low-resolution (snapshot size, for example) photo scans to determine which ones you want to buy.

With a phone call to the agency, you could license purchase and get a code to unlock the copyrighted high-resolution scans already on disk. Desktop publishers who buy fonts on CD-ROM from Adobe or Agfa, for example, already use this encryption technology. A publisher could then immediately separate and publish without having to wait for overnight shipments of original transparencies to arrive.

If anything, Photo CD may provide competition for the desktop scanning market. One Kodalux representative said a colleague whose business was desktop scanning felt threatened by the imminent arrival of Photo CD. For publishers who don't need transparencies scanned within minutes of the news event, Photo CD can provide an economical alternative. And you have the images archived on a relatively permanent compact disk, which avoids tying up other expensive removable or hard disk storage.

Disk prices should decline as Kodak licenses Photo CD disk-writing technology to third-party manufacturers. If Photo CD catches on, like Kodak hopes, you may soon be able to get a disk from your local one-hour photo shop. If we could just get a color laser printer on our desks for the same price black and white printers cost today. Photo CD may provide an incentive for that to happen.

As an illustrations editor for National Geographic *Magazine, Dennis Dimick oversees production of photographic story coverages. His latest project, "America's Disappearing Wetlands" was the October cover story. In addition to the WAP TCS, he can be reached via e-mail: ddimick@aol.com.*

Name: Photo CD

Requirements: A color Mac, 8-bit video; A Photo CD compatible CD-ROM drive; Photo CD Access Software (Eastman Kodak–$40); A Photo CD disk (min. $17.90).

Where to Buy Access Software: Eastman Kodak Co. Phone 1-800-242-2424, extension 53.

Where to get a Photo CD Disk made: Currently manufactured in the Washington area at the Kodalux lab in Rockville, MD. Call Eastman Kodak at 1-800-242-2424, ext. 36 for details on a Kodalux dealer offering Photo CD in your area.

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BusinessTalk 2000

by Jon Slobins

The BusinessTalk 2000 System is a corporate information management system marketed by General Electric's Information Services division (GEIS), the same division which runs the GEnie information service. GE Information Services (GEIS) is headquartered in Rockville, Maryland.

BusinessTalk 2000 (or BT2000, as it's known within GEIS) evolved from AppleLink, a cooperative effort between GEIS and Apple Computer, Inc. The system brings together a number of capabilities: among them, electronic mail (among BT2000 users and between BT2000 users and users of other systems), access to numerous informational databases, electronic newsletters, and electronic news-clipping services. BT2000 is designed for a variety of corporate situations: a company which has offices located across town, across the country, or around the world; companies in partnership which have a need for rapid communication of information between themselves; or even for a company which has a very large office at a single location.

Various devices, including modems, PBXes and LAN's, can be used to connect with BusinessTalk 2000; and users can run BusinessTalk 2000 in the Macintosh, DOS, or Windows environments. But as Washington Apple Pi is a Macintosh and Apple users' group, I'll focus on the Macintosh version of BusinessTalk.

Aside from AppleLink, the closest approximation to BT2000 (and one that a lot of WAP members will be familiar with) is the America Online information service. Like AOL, BusinessTalk 2000 for the Macintosh is heavily driven by icons (see Figure 1). Windows and DOS users have user interfaces familiar to their respective operating environments.

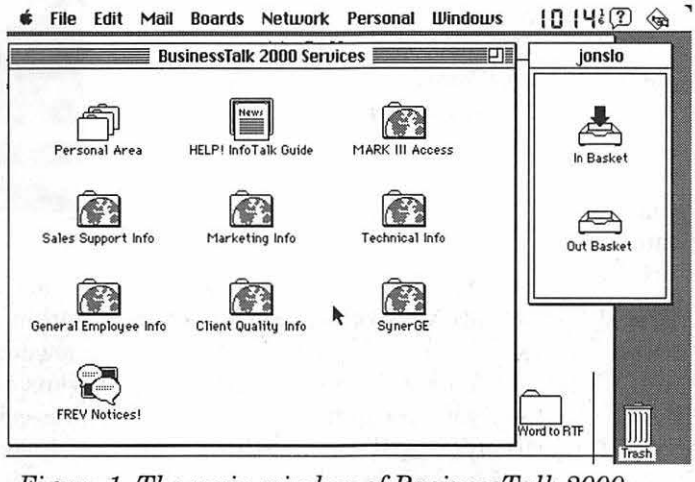

Figure 1. The main window of BusinessTalk 2000.

America Online's user interface has been described as the most Mac-like of the various information services available to the public (CompuServe, GEnie, Prodigy, etc.), but in my opinion, BT2000's user interface matches AOL's. And unlike the AOL software, the BT2000 software loads almost instantly and the sign-on algorithm (as seen by the user) is extremely fast.

Within BT2000, a variety of services are found. Again, many of these parallel those found in information services which are accessible to members of the public. The Quik-Comm® electronic messaging system can send e-mail to locations around the globe, 24 hours a day, 365 days a week (except during scheduled periods of downtime for preventive maintenance), whether within one's own company, to another company which also uses the Quik-Comm service, or through gateways that access other e-mail systems. Among the other e-mail systems with which BT2000 users can exchange messages, either directly through Quik-Comm

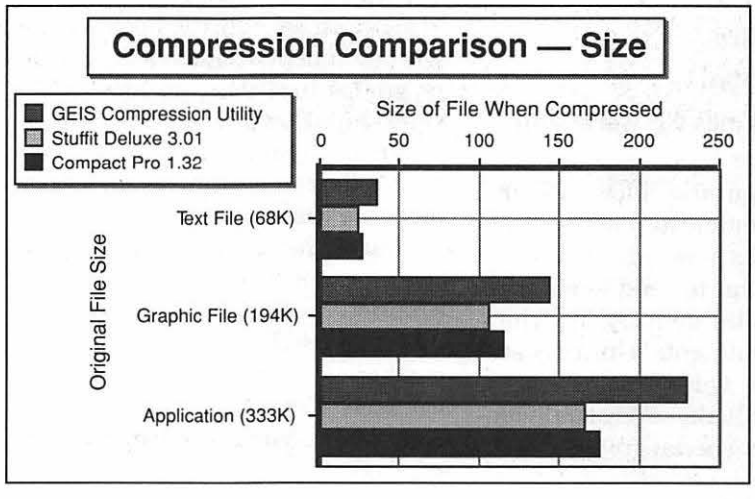

Figure 2. The GEIS Compression Utility is the least efficient.

or through BT2000's Business-Connect Service are the following:

- AT&T Easylink
- Deutsche Bundespost Telekom
- AT&T Mail
- Finnish Telecom
- BT North America
- Helsinki Telephone Company
- IBM IN
- Mercury Communications (UK)
- MCI Mail
- Norwegian Telecom
- Sprint International
- PTT Telecom (Netherlands)
- Swiss Telecom
- Radio Austria

BusinessTalk 2000 users can also use Quik-Comm to communicate with users whose computer networks use other e-mail software, including:

- cc:Mail™
- CompletE-Mail
- DaVinci EMAIL
- DEC™ All-in-1, VMS Mail and Message Routing
- IBM™ AS/400 Office and System/3X, DISOSS and PROFS
- MHS
- Wang Office
- 3Com 3+Mail™
- Banyan Vines Network Mail

Quik-Comm also allows BT2000 users to communicate with telex machines and faxes worldwide, as well as allows them to send e-mail destined for postal delivery anywhere within the continental United States and Canada. Quik-Comms can be sent to individuals, several individuals, or pre-set special groups of individuals. Such a group might include all of the members of a project team. A single Quik-Comm message can be sent to several directly-involved individuals (such as your personnel manager and payroll accountant), while other peripherally-involved individuals (such as your boss or co-workers) can be "carbon-copied" at the same time. You can also forward messages you receive to other interested individuals or groups, and if you are going out of town on business or vacation, you can redirect your mail to whoever will be handling your workload while you're gone (with an optional copy of each message sent to your work station).

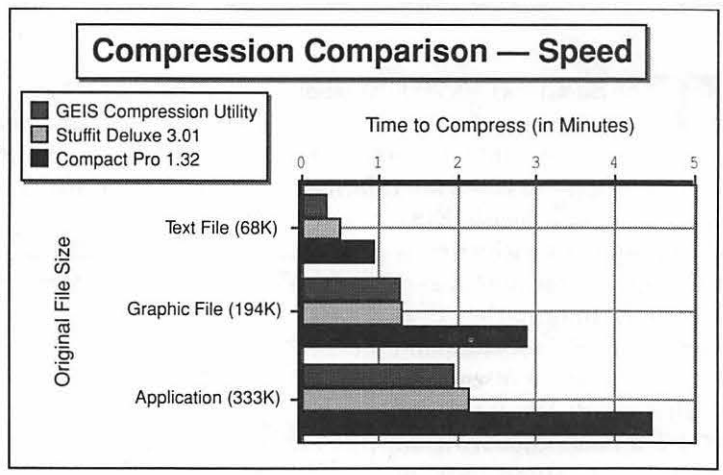

Figure 3. The GEIS Compression Utility is faster than Stuffit Deluxe 3.01 andCompact Pro 1.32.

In addition, Quik-Comm messages can be scheduled to be sent at a later time (much like the "Print Later" feature of PrintMonitor). You can also set up an Address Book for the Quik-Comm addresses of the people or groups to whom you most often send Quik-Comms.

When a Quik-Comm message is sent, a file can be attached to it (just as is the case for messages sent on AOL and other information systems). For that purpose, GEIS provides a proprietary compression package. As can be seen in Figures 2 and 3, which compare it to Stuffit Lite 3.01 and Compact Pro, the GEIS Compression Utility sacrifices compression efficiency in order to achieve a faster rate of compression than the other two programs. The lesser compression efficiency seems to be due in part to the GEIS Compression Utility having been designed to run in all three BT2000 operating environments (Mac, Windows, and DOS). But BT2000 can be run quickly enough inside a company (e.g., 9600 bps within GEIS) so as to negate any slowdown that might result from the transmission of somewhat larger compressed files.

Indeed, the only flaw in BT2000, to my mind, is that Quik-Comm messages open too slowly. When a Quik-Comm message opens on my office Macintosh IIsi running BT2000 at 9600 bps, it seems to be as slow to display on-screen as on my Mac SE at home running BT2000 at 2400 bps. This appears to be a result of either system overhead or a firmware bottleneck slowing down the on-screen display process. I hope the message-display speed can be increased in future releases. But even so, reading a message on BT2000 doesn't take any more time than I've found on many other information services, including America Online and CompuServe.

On the other hand, completely on the upside, BusinessTalk 2000 possesses one particularly interesting

feature. Using Portfolio System, Inc.'s "Super ImageSaver II" Chooser document (provided in the BusinessTalk 2000 for the Macintosh package), you can create an image of any Macintosh document and send it to another BT2000-Mac user. That user can then view the Macintosh image while within BT2000–even if he or she doesn't have the application that created the image!

BusinessTalk 2000 also provides the QuikNews Express Service, an electronic news clipping service that allows users to specify news topics that they want to follow. BT2000's QuikNews Newsletters Service, on the other hand, provides users with general industry newsletters on such topics as the Telecommunications Industry or the Microcomputer Industry, while the QuikInfo[S] Third-Party Gateway Access Service provides BT2000 users with access to various databases such as the Dow Jones News/Retrieval Service.

For a company's Sales and Marketing departments, BusinessTalk 2000 contains a sales automation package called the Sales Marketing Communication System (SMCS). SMCS provides sales representatives and marketing personnel with the ability to organize information regarding their specific sales and/or marketing territories.

And, of course, BusinessTalk 2000 contains one-way, read-only information boards and two-way electronic bulletin boards, as do almost all other telecommunications systems–including the Pi's Telecommunications System (TCS), with its Welcome bulletin and various conference bulletin boards. You can even set shortcuts to your favorite areas of BT2000 in your Personal area.

You can also use libaries in BT2000's databases to search for articles pertaining to specific topics. Such searches are "full-text" searches–an article will be selected if the keyword you search for appears anywhere inside the article, not just in the title of the article. Many bulletin boards can be searched, too.

So what's my opinion of BusinessTalk 2000? I've been using it for close to a year now on various contractor assignments at GE Information Services, and my opinion of it is very favorable. It is a very useful and efficient mechanism for sending and receiving information–so much so that it's become the most popular way at GEIS for employees to communicate business information.

Furthermore, BusinessTalk is amazingly reliable–even when you consider that GEIS voluntarily takes down its own network and uses the equipment to keep outside clients in full service at the first hint of trouble on a client's network. At home, I regularly use America Online and the TCS, and generally find that I have no more trouble connecting with BT2000 than with either of those systems.

So although I personally would like to see my Quik-Comm messages open a little faster than they sometimes do, my bottom line for BusinessTalk 2000 is a strong "thumbs up!" GE Information Services has put a lot of effort into this communications package for businesses, and it shows.

BusinessTalk 2000 runs on a Macintosh Plus or later, under System 6.04 or later, and supports Balloon Help on machines running System 7. A modem or other data communications device is required.

For more information about BusinessTalk 2000, contact:

Mr. Steven M. Dailey,
Product Manager.
Maildrop MNC3F
GE Information Services
401 N. Washington Street
Rockville, MD 20850
(301) 340-5334

Jon Slobins has been writing reviews for the WAP Journal for about a year now, and is rapidly running out of ideas for these end-of-the-article sentences. He has worked at GEIS as an independent contractor working through a temporary agency.

New Files on the TCS

by Lawrence I. Charters

The following are some of the files uploaded to the Macintosh File Transfer areas of the TeleCom-munications System (TCS) from mid-September to mid-October. This listing represent only a small portion of the constantly changing library of files available for downloading. Call the Pi Office at 301-654-8060 for information on signing on to the TCS, the Pi's "24 hour General Meeting."

File Area 13: Macintosh Fonts

FRESHSCRIPT.CPT: nice hand-written script font, Type 1 PostScript.

INTERNATIONALTY: Type 1 PostScript font consisting of lots of international symbols for banks, buses, trains, etc., used in signs and maps.

WALROD.CPT: capitals only font formed inside of circles; quite elegant.

File Area 14: Macintosh Games

GLYPHA.II.1.1: excellent color game loosely based on the commercial arcade game Joust, in which you fly around on an ostrich and battle wicked warriors.

BLASTOIDS.SIT: yet another OIDS galaxy to add to your collection. This one is unusual, with 13 levels, the last of which you better have a lot of ships built up for.

DICE.IT.CPT: updated version of Yahtzee , with bug fixes, some new features, and a name change to hold off lawsuits from owners of the more traditional board game version.

CARD.SHELL.VOL: an outstanding set of four solitaire games, built around a common shell. It has superb graphics, useful sound, a GREAT undo and replay feature.

RAPMASTER.SIT: a wild, free application that looks like a boom box, allows you to set various beats, allows you to do voiceovers, even has a record scratch option; a great "music" generator, and loads of fun.

File Area 15: Macintosh Graphics

FIS.CPT: Quicktime clip of a frog trying to 'swim' aboard the space shuttle Endeavor.

CLACK.CPT: animated PICs file of those swinging metal balls people have on their desks. You can see reflections of birds and ceiling fan in the moving balls.

BATNEWTON.MOVIE: QuickTime movie showing a secret Apple project aimed at a revolutionary variant of the Newton, Apple's hand-held computer.

GIFCONVERTER.2: GifConverter 2.3b2 will read any GIF image (including GIF89a format with comments), any Paint, any PICT, and it now will read (if you are using System 7) JPEG-compressed images.

DW.HINTED.RECYC: several different versions of the recycling logo, done in Adobe Illustrator and saved as EPSF files for use in page layout and word processing packages.

DW.LADY.CPT: lady in a white suit, an Adobe Illustrator EPSF file drawn, allegedly, in the style of the late Patrick Nagel by a northern Virginia artist.

CLIPARTA.SIT: this archive contains about 30-40 black and white clipart pieces, saved as PICT images. Originally in PCX (a very popular MS-DOS graphics standard) format, they were converted to Mac format using PICTure This.

CLIPARTB.SIT: this archive contains about 30-40 black and white clipart pieces, saved as PICT images. They were converted from PCX format to Mac PICT using PICTure This.

GRAFIKKONV1.5.S: a German graphics conversion program. Will convert between Mac, DOS and Amiga formats. Requires color Quickdraw. All documentation and menus in German.

TEXTURALITIES.S: a sample of Texturalities, photo textures and backgrounds, from Kramer Productions. (The owner is a Pi member, and showed this at MacWorld).

PPATS.PIT: set of nine PICT patterns that, given the proper software, can be tiled together to make backgrounds for presentations, desktops, et al. All are larger than 100x100 pixels, so they don't repeat very often.

GIFWATCHER.2.1: latest version of a desk accessory graphics program that can view GIF (Graphics Interchange Format) images (and certain others). Special feature: it can view GIF images while they are being downloaded.

NEWTONTRASH.SIT: QuickTime movie of how the Newton PDA trashes a file.

PICTSHOW.1.1: small application for viewing PICT files.

NATUREART09.SIT: part of a package of "nature art." There are 16 different documents, each with several species of fish and/or crustaceans.

NATUREART06.SIT: More sea art.

ADOBEPHOTOPLUG: Adobe Photoshop Plug-in that allows direct access to Kodak Photo CD images and also a Plug-In for the TWAIN file standard.

CALVIN.SIT: Calvin and his homemade springboard, a 640x480x256 startup screen.

WHYBUYMAC.SIT: a QuickTime movie, filmed in London, complete with London taxis. Probably taken from an Apple TV commercial in Britain.

MAC.OXYGEN.SIT: Quicktime movie in which a British woman explains that her Mac is like oxygen, "I just can't live without it."

VIEWPAIN.SIT: a utility for viewing MacPaint documents. Can also display PICT files, and print most documents it opens. Will also create startupscreens for 9" B&W screens.

BORDERS.SIT: lots of borders, many far larger and more elaborate than the usual narrow strips. These were converted from PCX format, a standard MS-DOS picture format, to Macintosh PICT format using PICTure This 2.0.

HOLIDAYS.SIT: lots of good holiday clip art, in PICT and TIFF format. All these items were converted from PCX format, a standard MS-DOS graphics format, to Mac equivalents suing PICTure This 2.0.

File Area 16: HyperCard

BUNGDABAX.CPT: BungDaba XCMDs, a HyperCard stack which demonstrates, documents, etc., several very useful XCMDs (externals) for HyperCard developers.

POWERUSERTEST: created by Matt Leger, tweaked gently by Neil Hartbarger. It's based on the "Are You a Power User?" test in MacCosmopolitan.

File Area 17: Technical Notes

TIDBITS #143 (21 Sep 1992) through *TIDBITS #146* (12 Oct 1992): latest news, gossip and opinion from the very popular on-line weekly magazine. Read about it before it appears in MacWeek!

GL.MAC.G.OCT92: GEnie Lamp newsletter put out by GEnie for the Mac, for October 1992.

File Area 18: Macintosh Utilities

WINDOWS.CPT: for those who've wondered about how good Windows 3.1 might be, compared to the Mac, wonder no longer: run it. Yes, here is a full implementation of Windows 3.1, ready to show you all of the benefits of the top-of-the-line clone computers. This doesn't require any special hardware or software.

DABASE.3.CPT: small application allows you to read dBASE files, or create them. Doesn't handle the programming aspects of dBASE, but that isn't necessarily bad, either.

FILE.SHARING.TO: two small applications allow you to toggle Personal AppleShare on and off without going to the Apple menu. Works great, obviously requires System 7.

OVERLAY.CLOSE: "drag and drop" utility will close files that complain they are

still open — when they shouldn't be.

OVERLAY.TT.CPT: "drag and drop" utility will convert text files to TeachText format.

OVERLAY.PICT.CP: "drag and drop" utility converts MacPaint files to PICT format and PICT files to MacPaint format.

OVERLAY.SOUNDS: "drag and drop" utility will take any sound resources in applications or desk accessories and save them as System 7 beep sounds.

SET.CLOCK.3.3: latest version of a wonderful little utility which will call the U.S. Naval Observatory in DC or NIST in Boulder, CO, to set your Mac clock using a state of the art atomic clock, via modem.

ARRIBA.CPT: very fast, flexible Find utility for System 7 (only).

MYBATTERY1.10.S: battery utility for PowerBook users: it allegedly reads the voltage on the battery, giving you a very accurate measure of how long till the lights go out

WORDPERFECT: Apple file Exchange Translator for converting RTF files to WordPerfect Files. It needs to be placed in the same folder as Apple File Exchange.

MACENCRYPT: good file encryption application with drag & drop feature.

UNITY.CPT: joins multiple text files together into a single file.

DW.CPT: DeskWriter version 3.1 printer driver.

PRO.PRED.SIT: version 2.1.1S of Pro Predictor. This version includes several new features to correct a problem when trying to alter the schedule, and fixes several printing problems.

FASTFINDER.SIT: document gives information on: (1) speeding up copying files; (2) adding command-key shortcuts for Finder commands; (3) assigning applications to open files whose creator applications you don't have [e.g., assigning your word processor to open TEXT files, your graphics program to open PICT files...] Requires ResEdit.

FILELIST.1.0B2: latest version of a massively documented, endlessly flexible disk librarian program: feed this thing disks, and it will catalog them, showing the size, type, creator, name, dates, etc. for every file.

COMCLOSE.SIT: does one trick: it closes the comm port (busy modem or printer port), which saves you the trouble of doing a full restart if some program (crashed telcom program or nitwit fax program) "busies" the port, making it unavailable.

COMMUNICATOR.2: send interesting messages and sounds to others on a network. Fun!

GMS.CALENDAR.SI: nice calendar program for printing calendars, looking at calendars, scheduling events.

DISKDOUBLER3.7: patch kit to update DiskDoubler 3.7 to 3.7.7 specifications.

TEXX02.CPT: a scripting language for the Macintosh. You must have System 7 to use this, and you must have some idea of what you are doing before proceeding; the scripting language is based on Rexx.

FENCE.CPT: when used as a startup application, will password-protect your Mac.

COMMCHEK.CPT: FKEY helps you to check your C code for unbalanced comment lines.

PHOTOSHOP.QUARK: Quark 3.1 Xtension that allows you to use Photoshop plug in modules from within Quark.

PREPARE.FOR.SER: Quark 3.1 Xtension which creates an output disk for the service bureau containing all files, illustrations, etc., used in a particular Quark XPress document. Neat idea!

KTBO.SIT: "Keep the Bozos Out," a utility to control access to your Mac.

DESEA1.4.SIT: removes disk-wasting self-extraction code from compressed archives.

PROCESSWATCHER: little application which sits in the background, listing all open programs, and tells you what they are doing, what resources they use, etc.

ARACLIENT.2.0: AppleTalk Remote Access Client 2.0 is a replacement for the client application provided by Apple with ARA. The author thought Apple's version took up too much RAM, too much disk space, etc., so he wrote his own.

ADBK.3.4.1: latest version of Jim Leitch's Address Book Util/DA.

ADBK.UTILS: companion utilities for Address Book v3.4.1 by Jim Leitch.

FRONTIERRT.SIT: runtime version of Frontier, the system-level scripting language for Systems 7.x. Allows you to run scripts created with the full-fledged version.

PENPAL.SIT: Plug In Module for Word 5. Converts a document into a "handwritten" document intermixing characters from 12 different TrueType fonts.

FORMATTER.1.1: outstanding utility, written by a Microsoft programmer, which quickly and effortlessly formats floppies. It will accept 800 and 1400K floppies, in any order, and format them without nagging questions.

DEMOSORT.1.1: application, which does nothing but graphically demonstrate how various sorts work.

File Area 19: Apple System Software

PBOOKTUN.SIT: Apple's PowerBook serial port tuner. Corrects for some aberrant behavior.

BACKLIGHT.CONTR: control panel written by Apple turns off back lighting on notebook computers after user-specified period of inactivity.

DFAID7.1.SIT: version 7.1 of Apple's Disk First Aid. Allegedly more robust and System 7.1 ready.

QT1.5.SIT: QuickTime 1.5 from Apple. Includes enhanced scrapbook. QT 1.5 has a default window with four times the area and is better at dithering down to one bit images.

File Area 20: Macintosh DA/INIT/CDEV

HEADLINES.CPT: tacky After Dark module: it puts up a huge, random collection of tasteless but odor-full headlines, the kinds you see on those papers you don't buy in the checkout stands.

CARPETBAG.1.2.3: latest version of a control panel that allows you to store fonts and desk accessories outside of the

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system file, greatly reducing the size of the system file and reducing the chances of corrupting the system.

DAYIMAGER.V0.2: pretty, but useless, extension replaces the Apple apple in the menu with a moving icon which changes depending on the time of day, from dawn to noon to dusk to starry skies. Cute.

ORBSRETURN.CPT: After Dark module; balls circulate inside of your monitor, make clinking sound when they strike the inside of the monitor tube. This can freak out your coworkers.

COMMANDER1.3.SI: system extension which allows one to add a command-key shortcut to Finder menu commands (e.g., cmd-T to empty trash, cmd-R to restart,...).

WALK.CPT: After Dark module has a nice, colorful version of mathematical "random walk."

IFS.CPT: outstanding tiny After Dark module has very pretty, highly detailed set of pre defined fractals which produce some nice "biological" patterns.

DOS.CDEV.SIT: enables direct access to DOS-formatted floppies without resorting to AFE.

NOTEPAD2.SIT: an improved notepad, with pages that you can label and select via a popup menu.

SUITCASEUPDATER: update Fifth Generation's Suitcase 2.0 (all versions) to version 2.1.2. Fixes several minor bugs and also makes Suitcase compatible with System 7.1.

VENDORDA.CPT: outstanding desk accessory (System 6) and application (System 7) listing phone numbers of major hardware and software vendors, created by a Pi member.

POWERBREAK.CPT: add a break key to your PowerBook (or other Mac) which allows you to drop into the debugger.

SCOUT.S.HONOUR: Quickly power up a Mac, bypassing all the usual trivia, and immediately shut it down — useful for getting through airport security checks in a hurry.

STARTUP.FONT.MA: System 7.1 goodie for choosing which fonts to "install" at startup.

WATCHDOS.SIT: handy-dandy extension which throws up an alert if one puts in a DOS formatted disk into a SuperDrive.

SPDFNDR154.SIT: SpeedyFinder 1.5.4, a control panel that customizes the Finder and speeds up Finder copying. *Highly recommended!*

PLANETMAKER.SIT: fractal-based After Dark module designs planets, then modifies them.

SUNRISE.SUNSET: desk accessory that tells you the time of sunrise and sunset.

VOICEWAKER.1.03: After Dark module which responds to voice commands. Actually, it just responds to sound, but if you happen to have an MS-DOS fanatic over to visit, you can freak them out by making it look like you can cause your Mac to wake up to your voice.

CRANKIT1.0.SIT: control panel that, with a key combo pressed, with give a volume control dropping from the menubar; no more digging down three levels to the Sound control panel.

ZIPPLE1.3.1.CPT: allows you to replace the Apple in the Apple menu with an animated icon of your choice — a spinning globe, a Yin and Yang, etc. There are several such icons included, plus Zipple comes with its own editor for creating new ones.

File Area 27: Music and MIDI

CIRCUS.LZH. IR.LZH, HIPHOP.LZH, CANONIND.LZH, ECHOING.LZH, HEMI.LZH, COLOSS.LZH, CLUSTER.LZH, FEELLIFE.LZH, ELP.LZH, FEBSYMPH.LZH: MOD files. MOD files are digitized music files, often containing voices and other surprises, usually created on Amiga computers, playable on the Macintosh through Sound-Trecker. Most of these files are LZH and LHA archives, so they can be decompressed by both Macs (using MacLHA) and Apple IIgs users.

File Area 28: GIF Images

TREKPNL.GIF: computer panel screen from Star Trek: The Next Generation in living color.

TCS.AD.GIF: a sexy ad for the TCS.

REDSTAR.GIF: dramatic painting of the U.S.S. Enterprise encountering a "star."

MLTWORF.GIF: several photos of Lt. Worf, from Star Trek: The Next Generation, plus a few of other crew members.

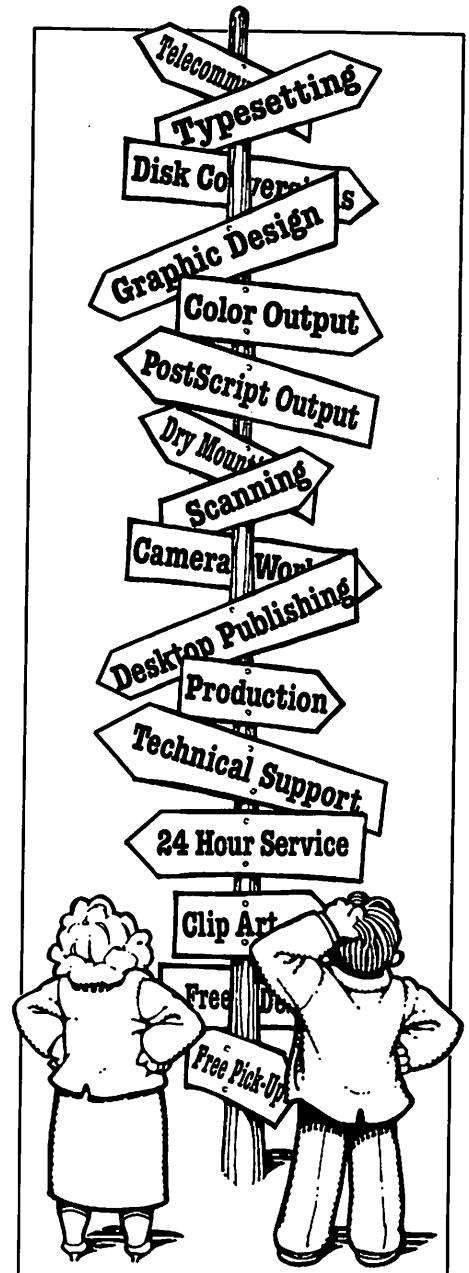
File Area 29: TCS Essentials

DDEXPAND3.7.7.S: DiskDoubler Expander 3.7.7, latest version of the expand-only edition of the popular archiving program. This can decompress all DiskDoubler archives, and is compatible with AutoDoubler 2.0.

STFFITLT3.02: Stuffit Lite 3.02. Shareware version of Stuffit Deluxe. Creates Deluxe archives and decompresses SIT, CPT, PIT and PKG files. Compresses smaller than Compact Pro.

UNSTUFFIT3.0: Unstuffit 3.0, as the name suggests, allows you to expand Stuffit archives and "join" segmented archives.

DCBB1092.TXT: Mike Focke's comprehensive listing of DC area Bulletin Board Systems for October 1992.



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Software Review

EmployeeManualMaker and JobSketch

by Debbie Hoyt

One thing that leads to a great amount of job dissatisfaction is discovering that the policies, programs, or the work assigned you is not what you applied for. Such a lack of up front communication can seriously affect the working dynamics of the workplace. To avoid such problems, many firms today have employee handbooks or manuals which spell out exactly what is expected of an employee, what company policies are, and what benefits are available. But suppose that your company doesn't have such a handbook, how would you go about creating one and what guidelines would you use?

To create an employee handbook from scratch is an enormous undertaking. Most employers and/or managers today can't afford to give up the time for the task. With them in mind, Jian Tools For Sale adopted Richard P. Fisher's text and format to form *EmployeeManualMaker* 2.1. The purpose of *EmployeeManualMaker* (*EMM*) is to enable you to state company policy clearly and precisely up front in order to avoid costly problems later on. By means of an employee manual, an employer can concisely inform employees about company regulations; and it also supports supervisors when they need to enforce those regulations. It is designed to cover numerous facets of employer/employee relations from morale improvement to avoiding legal entanglements. The manual and software contain more than 125 policies along with 30 benefits that you can tailor to your business.

The manual that comes with the software is divided into four sections: the Employee Manual, the Employer's Survival Guide, Articles of Interest, and Forms and Memos. The first section, the Employee Manual is comprised of policies, benefits and performance review templates. These templates help an employer collect his thoughts, ideas, and goals for his company on paper and then publish them in a customized manual that suits the company and his staff. But this section goes a step further in helping employers deal with their employees. It also gives them insight into when and where to discuss specific organizational matters. These insights are marked by a bullet (•) followed by italicized text and are found throughout the manual. The manual is also peppered with business-oriented cartoons that an employer can use in his own customized manual if he purchases the separate EPS clip art files also sold by Jian.

The Employer's Survival Guide begins at the top by covering ways to choose good employees. It lists various sources that can help you with your search for the right person for the job. And it discusses advertising. Advertising is an important tool when seeking an employee, but with so many different types to choose from, where does an employer turn to get the best results? Once again *EMM* has some suggestions that are effective and unique. Among them are some helpful tips to use in selecting and working with an employment agency.

Naturally, there are other means than employment agents for finding the right employee. *EMM* also covers effective ways to conduct in-house recruiting campaigns, to design and intuitively evaluate a job application, to conduct successful interviews (which for the interviewer means that you are able to determine if the applicant is right for the job and for your company), and to run a background check.

The Survival Guide is followed by a section that covers legal articles of interest, such as wrongful discharge, drug testing guidelines, family leave legislation, sexual harassment, and an overview of the Disabilities Act. Unfortunately, such topics are essentials tools that the modern manager must know how to use. The information included in this section covers the principles and traps that employers face in such situations. Legal precedence is used as the basis for this data and the prudent manager will take the time to read it carefully.

The next section, Forms and Memos, is a printed compilation of the forms, memos, etc., that come on the software that accompanies the documentation. These range from letters offering employment and performance evaluations to simple memos voicing concerns within the company and recycling procedures.

The *EMM* is an exhaustive resource for employers and is especially beneficial in today's arena of litigation-intensive secular relationships. It represents a collective wealth of experience in handling and avoiding employer/employee relation difficulties.

EMM comes in PC and Macintosh

formats. The files for the Mac are saved in both *MacWrite* and Microsoft *Word*. The business that attempts to function without a good employee manual today is running a serious risk of encountering legal entanglements. I recommend the package even for those employers who only have a few employees because of its potential to contribute to a well-organized, productive work environment.

Name: *EmployeeManualMaker*

Publisher: Jian Tools For Sale, Inc.

Address: 127 2nd St., Top Fl.

Los Altos, CA 94022

Phone: 415-941-9191
Fax: 415-941-9272

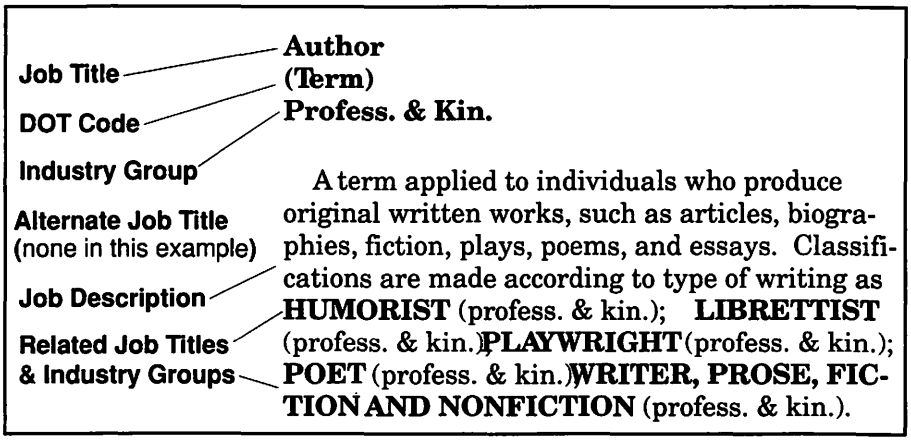
SRP: $139
Discount Price: $99

Hardware Reqs: Hard drive
Software Reqs: *MacWrite 4.5* or later; MS *Word 3.0* or later

Job*Sketch*

As companion software to *EMM*, Jian recommends Job*Sketch 2.0*. Job*Sketch* is another template package designed to further help employers make the tough decisions of who to hire and how to go about it. The software and the accompanying documentation contain a collection of more than 250 job descriptions which have been written based on the Dictionary of Occupational Titles, a publication of the US Department of Labor. It can be used in tandem with *EMM* to help delineate job requirements for employees and can be used as a supplement or appendix to an employee handbook which further clarifies job responsibilities.

Perhaps the position that you need to fill in not listed, what do you do?



Fortunately, Job*Sketch* has an index included both in the documentation and on the software which cross-references 1,200 job titles; so by means of the Find command, you will likely be able to find the job reference that you are looking for and match it to a comparable job description. Next follow the instructions in the documentation for converting the description to a word processing format of your choice. What could be easier or more convenient?

Once in your word processor, you can modify the description to fit your company's needs. You can even go through and convert descriptions for all of the positions which are currently held or available in your business and create a personalized collection of job descriptions to be included within the pages of your employee manual (which you have made with the help of *EMM*) or as a future labor-saving device. And, in case you need to match up a particular job that your company offers with an industry group classification, Job*Sketch* lists these at the end of the documentation.

The job descriptions themselves are rather stark, but you certainly wouldn't expect someone to snuggle up with the manual to read it in its entirety anyway. The descriptions include the responsibilities of the position, alternate job titles, related titles and industry groupings, and the Dictionary of Occupational Titles classification code for each job. The graphic above is an example of how the files are laid out in Job*Sketch*.

Companies can purchase Job*Sketch* in both PC and Macintosh formats. The Macintosh diskette is in text format and will readily open as a *MacWrite* document if you double click on it. If you don't have *MacWrite 4.5* or later, you simply open your word processor application, from the File menu select Open, find the Job*Sketch* diskette on your desktop and select the file that you would like to open. It's as simple as that. Job*Sketch* is the perfect companion for *EmployeeManualMaker*.

Name: JobSketch

Publisher: Jian Tools For Sale, Inc.

Address: 127 2nd St., Top Fl.
Los Altos, CA 94022

Phone: 415-941-9191
Fax: 415-941-9272

Hardware Reqs: Hard drive
Software Reqs: *MacWrite 4.5* or later; MS *Word 3.0* or later

The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Apple II/III

Apple II*

GENERAL

Dave Harvey (days only)	(703) 578-4621
Leon Raesly (days; 9-5)	(301) 220-3111
Ken De Vito	(703) 960-0786

ACCOUNTING PACKAGES

BPI Programs	
Jaxon Brown	(301) 350-3283
BPI & Howardsoft (Tax)	
Otis Greever	(615) 638-1525
Dollars & $ense	
Barry Fox	(717) 566-6709
Home Accountant	
Leon Raesly (days; 9-5)	(301) 220-3111
Quicken	
Gary Hayman	(301) 345-3230
Apple SSC	
Bernie Benson	(301) 951-5294
AppleWorks	
Ken DeVito	(703) 960-0786
Ray Settle	(301) 647-9192
Harry Erwin (before 10 pm)	(703) 758-9660
Gary Hayman	(301) 345-3230
Leon Raesly (days; 9-5)	(301) 220-3111
Bill Campbell	(301) 498-6380
AppleWorks Database	
Roger Burt	(301) 424-6927
Morgan Jopling	1 (301) 721-7874
Milt Goldsamt	(301) 649-2768

COMMUNICATIONS

ProTerm	
Allan Levy	(301) 340-7839
Ray Settle	(301) 647-9192
Talk is Cheap/Pt. to Pt.	
Barry Fox	(717) 566-6709

DataBases

DBMaster, Pro IIe	
Bob Sherman	1 (305) 944-2111
dBase II	
John Staples	(703) 255-6955
dBase II&III,Data Perfect. Db Master-PRO	
Leon Raesly (days; 9-5)	(301) 220-3111
Profiler 3.0	
Barry Fox	(717) 566-6709

HARD DISKS

CMC (not CMS)	
Barry Fox	(717) 566-6709
Corvus & Omninet	
Tom Vier (12N–6PM)	(703) 860-4810
Corvus	
Leon Raesly (days; 9-5)	(301) 220-3111
Sider	
Otis Greever	(615) 638-1525

LANGUAGES

AppleSoft	
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Peter Combes	(301) 251-6369
Leon Raesly (days; 9-5)	(301) 220-3111
Pascal	
Michael Hartman	(301) 445-1583
C and TML Pascal	
Harry Erwin (before 10 pm)	(703) 758-9660

OPERATING SYSTEMS

CP/M	
Art Wilson	(301) 774-8043
ProDOS 8 and 16	
Barry Fox	(717) 566-6709
Prlnt Shop	
Thomas O'Hagan	(301) 593-9683

SPREADSHEETS

General	
Walt Francis	(202) 966-5742
MagicCalc/SuperCalc2.0	
Leon Raesly (days; 9-5)	(301) 220-3111
Telecommunications	
Dale Smith	(301) 762-5158
Allan Levy	(301) 340-7839
Ken De Vito	(703) 960-0786
TimeOut Series	
Morgan Jopling	1(301) 721-7874
Utilities:ProSel	
Barry Fox	(717) 566-6709

CROSS-PLATFORM TRANSLATION

MS/DOS-Apple-Mac Transfers	
Ken De Vito	(703) 960-0786

WORD PROCESSORS

General	
Walt Francis	(202) 966-5742
Apple Writer II	
Dianne Lorenz	(301) 530-7881
Leon Raesly (days; 9-5)	(301) 220-3111
AppleWorks GS	
Roger Burt	(301) 424-6927
A.D. (Bill) Geiger	(703) 237-3614
Andy Gavin	(703) 734-3049
Letter & Simply Perf	
Leon Raesly (days; 9-5)	(301) 220-3111
Mouse Write	
Barry Fox	(717) 566-6709
Publish–It!	
Gary Hayman	(301) 345-3230
Ray Settle	(301) 647-9192
ScreenWriter II	
Peter Combes	(301) 251-6369
Gene Carter	(202) 363-2342
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James Edwards	(301) 585-3002
Henry Donahoe	(202) 298-9107
Word Star	
Art Wilson	(301) 774-8043

Apple IIGS*

Neil Laubenthal	(703) 691-1360
A.D. (Bill) Geiger	(703) 237-3614

General

Barry Fox	(717) 566-6709
IIe Upgrade	
Morgan Jopling	(301) 721-7874
APW	
Andy Gavin	(703) 734-3049
Leon Raesly (days; 9-5)	(301) 220-3111
Deluxe Paint II	
Rich Sanders	(703) 450-4371
GS BASIC	
Barry Fox	(717) 566-6709
Multiscribe GS	
Ray Settle	(301) 647-9192

TELECOMMUNICATIONS

Dale Smith	(301) 762-5158
Allan Levy	(301) 340-7839
Bob Sherman	(305) 944-2111
TCS Help	
Dale Smith	(301) 762-5158
Nancy Seferian	(202) 333-0126
Paul Schlosser	(301) 831-9166
MouseTalk	
Dale Smith	(301) 762-5158
Ray Settle	(301) 647-9192
TimeOut Series & Utilities: ProSel	
Ray Settle	(301) 647-9192
Barry Fox	(717) 566-6709
816 Paint/Writ'rs Ch.El	
Andy Gavin	(703) 734-3049
Apple II Hardware Epson printers, hard drives,	
Guy Durant	(202) 363-0366
Apple II laser printing	
Bob Sherman	1(305) 944-2111

Apple III*

General	
Jim Jutzin	(703) 790-1509
Dave Ottalini (9:00-10:30 pm)	(301) 681-6136
3 Easy Pieces	
Robert Howe	(916) 626-8198
David/Joan Jernigan (before 9 pm)	(703) 822-5137
Steve Truax	(304)-267-6429
Word Juggler	
Tom Linders	(408) 741-1001
J. Carey McGleish evenings	(313) 332-8836
Pascal	
Dr. Al Bloom	(703) 951-2025
Apple Speller	
Robert Howe	(916) 626-8198
AppleWriter	
Eric Sheard	(908) 782-6492
Stemspeller	
Steve Truax	(304)-267-6429

Beagle Buddies

MARYLAND

Ray Settle (Annapolis)	(301) 647-9192
Scott Galbraith (Frederick)	(301) 865-3035
W. T. Cook (Columbia)	(301) 995-0352
Gary Hayman (Greenbelt)	(301) 345-3230
Lee Raesly (Adelphi)	(301) 220-3113
Dan White	(301) 540-1070
Don Avery (Bethesda/DC)	(202) 362-1783

VIRGINIA

Kenneth De Vito (Alexandria)	(703) 960-0786
Neil Laubenthal	(703) 691-1360

December 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2 Mac Programmers SIG DTP SIG	3 Columbia Slice Game SIG	4	5
6	7 PI SIG	8	9 DB SIG TeleComm SIG WAP BoD Mtg	10 Stock SIG	11	12 Garage Sale 9 AM-2 PM Annapolice Slice
13	14 Intro to the Mac–Part 1	15	16 Excel SIG Fed SIG	17 Ed SIG–one week early	18	19
20	21 Intro to the Mac–Part 2	22	23	24	25	26
27	28 Intro to the Mac–Part 3 Apple IIGS SIG–Dolley Mad. Lib.	29	30 Maintaining Your Mac	31		

Meeting Notices

Unless otherwise noted, call the SIG chairs or Slice officers for meeting information. A list of the SIG and Slice chairs is on page 4 of every Journal.

Annapolis Slice–2nd Saturday; 9:30 AM; Severna Park Library on McKinsey Rd (off Rt 2), Severna Park, MD.
Answering Machine: (410) 923-6748
CrabApple BBS: (410) 553-6929

Apple IIGS SIG– Monday after the WAP General Meeting; 7:00 PM; Dolley Madison Library, McLean, VA (even months) and NIH (Bldg 31, C Wing, 6th Floor, Conference Rm 9), Bethesda, MD (odd months).

Apple III SIG–Quarterly on 2nd Saturday; 10:00 AM; WAP Office.

AppleWorks SIG–8:15 AM on WAP General Meeting Saturday, at the meeting site.

Art SIG–2nd Tuesday of every month. Call SIG Chair for details.

Columbia Slice–1st Thurday; 7:00 PM. Call for location. BBS (410) 964-3706.

DataBases (Mac) SIG–2nd Wednesday; 7:15 PM; Computer Science Corporation, 3160 Fairview Park Drive, Merrifield, VA (Just inside the Beltway at the rt 50 junction).

DeskTop Publishing SIG–1st Wednesday; 7:30 PM; PEPCO Auditorium, 1900 Pennsylvania Ave. NW, DC. Information: Barbara Schull (301) 589-5337.

Education(Ed) SIG–4th Thursday; 7:30 PM; WAP office.

Excel SIG–3rd Wednesday; 7:30 PM; WAP office.

Federal(Fed) SIG–3rd Wednesday; 7:30 PM; alternates between Falcon Training Center, 1745 Jefferson Davis Hwy., Suite 502, Crystal City, and Apple Fed. Sys. Office, 1892

January 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6 Mac Programmers SIG DTP SIG	7 Columbia Slice Game SIG	8	9 Annapolis Slice
10	11	12	13 DB SIG TeleComm SIG WAP BoD Mtg	14 Stock SIG	15	16
17	18	19	20 Excel SIG Fed SIG	21	22	23 WAP General Meeting (NVCC) AW SIG
24 31	25 Apple IIGS SIG–NIH	26	27	28 Ed SIG Women's SIG	29	30

Preston White Dr., Reston, VA.

Frederick Slice–2nd Saturday; 10:00 AM; Frederick Mall. CrackerBarrel BBS (301) 662-3131.

Game SIG–1st Thursday; 7:30 PM; WAP office.

HyperTalk SIG–meets bi-monthly on the 3rd Wednesday of the odd numbered months (i.e., January, March, May, July, September and November) at the Fairlington Community Center, 3300 South Stafford St., Arlington, VA at 7:30 pm.

Mac Programmers–1st Wednesday; 7:30 PM; WAP office.

Programmer's Interface(PI) SIG–1st Monday (except Mon. holidays).

QuickTime SIG–every other month; 7:30 PM; WAP Office.

Stock SIG–2nd Thursday; 7:30 PM; WAP office.

Telecomm SIG–2nd Wednesday; 7:30 PM; WAP office.

UltraMacros SIG–(Newly formed SIG) monthly meetings at various locations and on various dates. Call Gary Hayman, (301) 345-3230, for meeting details.

WAP Garage Sale–June and December. This year's final Garage Sale will be held on December 12, 1992 at Falcon Microsystems, beginning at 9:00 AM. See map on page 18.

WAP General Meeting–4th Saturday; 9:00 AM; Northern Virginia Community College, Annandale Campus, Community Cultural Center Auditorium.

Women's SIG–Usually held every quarter on the fourth Thursday of the month at the Pi Office at 7:30 PM. Call SIG Chair, Nancy Seferian (202) 333-0126) for details.

Notice: Plans change! Anyone with calendar information please call the Managing Editor, Debbie Hoyt (703) 450-0714 or Beth Medlin at the WAP office (301) 654-8060.

The Hotline service is only for members of the WAP. Please do not call after 9:30 pm or before 8:00 am.

Macintosh

GENERAL
Tom Witte (703) 683-5871
Jon Hardis (301) 330-1422
Art & Video
Nancy Seferian (202) 333-0126
Borland Products
Doug Ferris day only (800) 826-4768

DATABASE PROGRAMS
Fourth Dimension
Bob Pulgino (301) 474-0634
Peter Yared (301) 564-1560
FileMaker Pro
Tom Parrish (301) 654-8784
Mort Greene (703) 522-8743
Helix
Jim Barry to midnight (703) 662-0640
Harvey Levine (301) 299-9380
MS-File
John Spencer (301) 730-1084
Mort Greene (703) 522-8743
Omnis 7
Jeff Alpher to midnight (301) 630-2036
OverVue
J.T.Tom DeMay, Jr. (301) 461-1798
Tom Parrish (301) 654-8784
Pro-Cite
Elizabeth Mangan (703) 750-2710

DESKTOP PUBLISHING
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Jay Rohr (301) 655-0875
Freddi Galloway (V/TTY) (410) 268-5793
ReadySetGo
Jim Graham (703) 751-4386
Marty Milrod (301) 464-5981
Freddi Galloway (V/TTY) (410) 268-5793
PageMaker
Mort Greene (703) 522-8743
Quark Xpress
Ron Mann (202) 333-3409

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Jay Rohr (301) 655-0875
Adobe Illustrator
Ling Wong (703) 803-9109
Aldus FreeHand
Nancy Seferian (301) 333-0126
Canvas
Bill Baldridge (301) 779-8271
Tom Parrish (301) 654-8784
MacDraw
Tom Berilla (301) 434-3256
Tom Parrish (301) 654-8784
John Spencer (301) 730-1084
ImageStudio
Mort Greene (703) 522-8743
Studio/1
Jamie Kirschenbaum evenings (703) 437-3921
SuperPaint 2.0
Mort Greene (703) 522-8743
VideoWorks
Mort Greene (703) 522-8743

PROGRAMMING
Ada
Harry Erwin (before 10 p.m.) (703) 758-9660
C
Harry Erwin (before 10 p.m.) (703) 758-9660
Fortran
Harry Erwin (before 10 p.m.) (703) 758-9660
Inside Mac
Jon Hardis (301) 330-1422
John Love (703) 569-2294
Pascal
Harry Erwin (before 10 p.m.) (703) 758-9660
Michael Hartman (301) 445-1583
SMALLTALK-80
Harry Erwin (before 10 p.m.) (703) 758-9660

SPREADSHEETS & CHARTS
General
David Morganstein (301) 972-4263
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
Excel
David Morganstein (301) 972-4263
Mark Pankin (703) 524-0937
Jim Graham (703) 751-4386
Dick Byrd (703) 978-3440
Bob Pulgino (301) 474-0634
Tom Cavanaugh (301) 627-8889
Paula Shuck before 10pm (301) 740-5255
Kirsten Sitnick (301) 750-7206
Mort Greene (703) 522-8743
WingZ
Kirsten Sitnick (301) 750-7206

TELECOMMUNICATIONS
General
Allan Levy (301) 340-7839
CompuServe
Michael Subelsky (301) 949-0203

WORD PROCESSORS
Microsoft Word
Marty Milrod (301) 464-5981
Harris Silverstone (301) 435-3582
Tom Cavanaugh (301) 627-8889
Freddi Galloway (V/TTY) (410) 268-5793
Kirsten Sitnick (301) 750-7206
ThinkTank-More
Jim Graham (703) 751-4386
Tom Parrish (301) 654-8784
Hebrew Word Processing
Tim Childers (301) 997-9317
Curt Harpold (202) 547-8272
Microsoft Works
Amy Billingsley (301) 622-2203
WordPerfect—Mac
Curt Harpold (202) 547-8272

MISCELLANEOUS
MacProject
Jay Lucas (703) 751-3332
Norbert Pink (703) 759-9243
HyperCard
Rick Chapman (301) 989-9708
Tom Witte (703) 683-5871
HyperTalk
John O'Reilly (703) 204-9332
Tom Witte (703) 683-5871
File Transfer
Mort Greene (703) 522-8743
Backfax
Mort Greene (703) 522-8743
HyperCard Scripting
Jamie Kirschenbaum evenings (703) 437-3921
Richard Kozloski (703) 352-1523
SoundEdit
Jamie Kirschenbaum evenings (703) 437-3921

MAC DISKETERIA LIBRARY
Dave Weikert (301) 948-587

General

Games-Apple II
Charles Don Hall (703) 356-4229
John Wiegley after 2:15 (703) 437-1808
IBM
Leon Raesly (301) 220-3113
Math-OR Applns
Mark Pankin (703) 524-0937
Modems-General
Allan Levy (301) 340-7839
Hayes Smartmodem
Bernie Benson (301) 951-5294
Practical Peripherals
Allan Levy (301) 340-7839
Prlnters-General
Walt Francis (202) 966-5742
Leon Raesly (301) 220-3111
MX-80
Jeff Dillon (301) 662-2070
Stat Packages
David Morganstein (301) 972-4263
Stock Market
Robert Wood (703) 893-9591
MS/DOS
Tom Cavanaugh (703) 627-8889
Dvorak Keyboard
Ginny & Michael Spevak (202) 244-8644

Frederick Apple Core Help Line

Please limit calls to reasonable evening and weekend hours and **NEVER** after 10 P M.

Oscar Fisher (Frederick)	694-9237	A2, GS	Doug Tallman (Frederick)	663-3268	Mac
Dick Grosbier (Frederick)	898-5461	A2, GS, Mac	Scott Galbraith (Monrovia)	865-3035	A2 , GS
Harold Polk (Frederick)	662-6399	A2	J. Russell Robinson (Hagerstown)	739-6030	Mac
Tony Svajlenka (Frederick)	694-6209	A2			

Annapolis Slice Help Line

Area Code 410 Call in the PM unless you have an emergency.

Mac					
Richard MacLean (Crofton)	410-721-8157	MacIIsi	Bill Waring (Severna Park)	410-647-5605	Mac,Excel
Steve Toth (Edgewater)	410-956-6557	Mac+			
Bob Peterson (Crofton)	410-721-9151	MacSE	**Apple II**		
Sandy Bozek (Annapolis)	410-974-6062	MacII,Scanner	Seth Mize (Glen Burnie)	410-766-1154	IIGS,II+,III
Bill Arndt (Glen Burnie)	410-761-6997	MacII,CRABBS BBS	Louise Tanney	410-647-0875	IIGS, AW
Lou Sapienza (Crownsville)	410-923-3415	MacIIsi,Canvas	Helen Hamerstrom	410-647-1720	IIGS, IIe,DTP,HS
Barry Conner (Annapolis)	410-573-7140	Mac Telecomm	Manse Brouseau	410-757-5215	IIc,AW
Theresa MacGregor (Odenton)	410-551-5913	PowerBook, DOS	Bill Derouin	410-647-0802	IIe,pc,AW,DB
Dick Stewart (Millersville)	410-987-2057	Mac+	Dick Stewart (Millersville)	410-987-2057	IIc+

Intel SatisFAXion 400e FAX/ V.32bis Modem

by Paul Heller

In the BBS world, high speed modems are finally "in." On the Twilight Clone BBS, 18 of our 20 phone lines support some sort of high speed modem, and about 60% of our calls are at 9600 bps or higher. Almost nobody calls at 1200 baud anymore, and it's clear that the 2400 baud era is gradually drawing to a close. The prices of high speed modems have fallen; V.32 and V.32bis are "safe" standards with offerings from many vendors, and the on-line time saved compared to slower speeds is significant: a 100K file downloaded at 2400 baud will take about 7.3 minutes, but only about 62 seconds with a V.32bis modem.

When given the chance to test the Intel 400e, I decided to test the modem empirically, in real-world conditions, ignoring the specs, and, for the most part, the manual. I wanted to test the modem under the kind of conditions a real user would face–not simulated laboratory conditions. I tested the modem in data mode only because there isn't any FAX software that works with the 400e on a Mac.

I tested the modem under the following general scenarios:

a. *Four days on the Clone.* This put the 400e on the receiving end of a fairly large number of calls from modems of all types. The 400e did well on the Clone, with the exception that some Supra V.32bis modem owners (and one US Robotics HST/V.32bis owner) reported difficulties connecting. The majority of the callers who tested the modem had good success with it, and those who connected at 14,400 got the expected 1600 character-per-second download speeds. On a 1-10 scale, with 10 being the best possible score, I'd give the 400e a 9 for the job it did on the Clone.

b. *Four days on the Clone's mail hub.* The Clone's mail hub is a stand-alone machine that does nothing but process email, FidoNet conferences and USENet newsgroups 24 hours a day. Mac callers use *MacWoof* to connect to the hub and pick up their messages. The 400e performed very well on this system, with no more and no fewer reports of difficulties than we get with the US Robotics modems that we normally use. I'd give the 400e a 9 after four days on the hub.

c. *Long-distance calls in the United States.* I placed about 50 long-distance calls to bulletin boards across the country and had great success. In a few cases I had to call twice, having not quite "connected" on the first call; this is not unusual for V.32bis modems. Once again, I'd give the modem a 9 out of 10.

d. *International calls.* I've seen many modems do well when making calls within North America, then fall flat when used to call Warsaw or Beijing. International phone circuits are terrific compared to what they were 20 years ago, but from a modem's point of view, they still represent a challenge. The modem has to deal with satellite delays, maladjusted echo suppressers, old, noisy central office equipment in many countries, and constantly changing line conditions during the calls, with frequent beeps, crackles and blips that can interfere with either voice or data communications. I placed 20 international calls, to Hong Kong, Korea, Finland, Austria, Saudi Arabia, Nepal and other equally exotic locations. The first few calls were discouraging—I was calling during the peak traffic hours, when the lines are at their worst (all the good ones are in use...) and I couldn't seem to connect with anybody. This isn't unusual—some hours are better than others and some days are better than others as well. I waited until midnight Washington time and tried again. This time every call was successful and in each case I was able to download a 100K file with a throughput of more than 1000 cps—not bad for halfway around the world. [As an aside, I'm old enough to remember the days when you'd have to make an appointment to book an international call a day in advance, and then have to shout to be heard. It's quite a thrill to be able to direct-dial a system in Riyadh or Kathmandu, connect in less than half a minute, get no line noise (the modem's error correction takes care of that), and transfer files at speeds close to what you'd get sending to somebody on the other side of town.]

Overall, I'd give this modem a 9 out of 10 rating for its data performance. I didn't feel that it was quite as 'solid' as my U. S. Robotics HST/ V.32bis modems, but it's also only about half as expensive while still delivering about 90% of the performance. It had no obvious weaknesses.

Things I liked

a) *The 400e is physically small, and attractively packaged.* The case is metal, improving radio-frequency shielding and helping to dissipate heat (the modem runs cool to the touch, unlike some current offerings). The power supply, on the power cord, seems more than adequate for continuous duty in commercial service.

b) *The modem works right out of the box.* This was a particular delight, since modern modems are really little computers, each with its own unique set of rules and commands, and it's possible to waste a lot of time setting up a new modem until you know what settings it needs. The only thing I had to change to make the 400e work with a Mac was a tweak to the command string to get the modem to "ignore DTR" because on a Mac, the way a hardware handshake cable is wired will cause DTR to be lowered whenever the Mac asserts flow control. Most modems default to dropping the connection when DTR is lowered. This was a simple change compared to what I've had to go through with most other modems. On the Clone, which uses *TBBS*, setup was a snap. The 400e is on the list of modems that *TBBS* "knows" about, and all I had to do was select the modem from the list of choices and *TBBS* took care of the rest. Setup on the mail hub was almost as simple, because the modem needed no special setup strings to work properly. The 400e worked fine on the Mac with *ZTerm, SmartCom II* and *Microphone II* 4.0. I think it would work with any current Mac communications software package.

c) *The 400e showed stamina when communicating over difficult circuits.* Some current modem models can't handle bad phone lines, but this wasn't a problem for the 400e, even over international circuits.

d) *The manual is straightforward.* There's a lot to communicate, for those who want to get into detail and adjust certain parameters for special purposes, but the manual makes the information easy to find and understand.

e) *Intel runs a very good support BBS,* with lots of useful information and a place to ask questions, and the people in charge of their tech support function seem genuinely concerned about providing the best possible support in the shortest possible time. Intel's telephone tech support is quick and efficient too.

There were a few things I didn't like, for instance:

a) *The speaker is inside the metal case, and there are no holes to let the sound out.* This improves radio-frequency shielding, I'm sure, but it was often hard to hear what was going on while making my international connections. I'm used to relying on the speaker to let me know that I haven't reached a dead end, or gotten a noisy line, and even at full volume I literally had to press my ear to the case to hear what was going on much of the time. Most of the time this wouldn't be a problem, but it did bother me on the international calls.

b) *The LED's on the front panel didn't line up.* I know, this is a nit, but somehow one expects the front panel of a $400-class device to be neat and attractive, and the rectangular LED's were slanted in random directions, giving the impression that the modem had been carelessly assembled. This "dislike" is purely psychological, but I did find it surprising that Intel's mechanical design or production methods hadn't accounted for this.

c) *Intel doesn't support the Mac.* The modem comes with both fax and data software, but only for a PC. I called Intel's support BBS and searched their database of Helpful Hints and found no Mac-related information at all. This doesn't diminish the 400e's usefulness as a data modem, but I'm not aware of any FAX software that supports it on the Macintosh. This surprised me at first, but on reflection, I guess it makes sense, because Intel makes the chips that drive the majority of PC's.

Overall, I'd rate the 400e as a "good buy" (and certainly a safe one) as a high speed data modem. It's currently not a suitable choice if you also want FAX capability on a Mac because of the lack of supporting software for the Mac; however, since it's approximately the same price as its non-fax counterpart, the 14.4 EX, it may be the better buy. Presumably, one of the third-party fax software vendors (FaxSTF?) may support it in a future release.

Paul Heller is President of Heller Information Services and the sysop of the Twilight Clone, a local BBS dedicated to Macintosh and OS/2. The Twilight Clone can be reached at 301-946-8677.

Name: Intel SatisFAXtion Modem/400e

Publisher: Intel Corporation

Address: 5200 NE Elam Young Parkway
Hillsboro, Oregon 97124-6497

List Price: $595.00

Retail Price: $425.00

StyleWriter Review

by Bernie Benson

I recently spent some time at the WAP office working with the Apple IIGS and a StyleWriter printer. I was impressed with the high resolution, small size, low cost, quiet, and relative speed of this printer. The StyleWriter is a low-cost, high-quality alternative to a laser printer for home or school use. It was designed for the Macintosh but can now be used with the Apple II GS because GS/OS System 6 includes the necessary printer driver and a Public Domain high-speed (57.6 K baud) printer port driver is available. The StyleWriter printer works only with GS/OS specific software that use the system printer drivers.

To use the StyleWriter on a GS you must:

1. Plug the StyleWriter cable into the printer port on the GS;
2. Use the control panel to set slot 1 to printer;
3. Copy the StyleWriter printer driver into the System/Drivers folder;
4. Copy the P57600 driver into the System/Drivers folder. This file can be obtained from the WAP TCS in the GS Desk Accessories file area, file # 92;
5. Reboot the GS;
6. Go to the Control Panel, select DC-Printer and set the port driver to P57600 and the printer to StyleWriter;
7. Now launch your favorite GS application, load a file and print it. If your installation was successful, you should see StyleWriter/Printer Port on the top line of the print dialogue box. Remember, for best results, always select condensed print in the Page Setup dialogue Box. If you have *Pointless* installed and are using TrueType fonts in your document, you should see *Pointless* building new fonts as the printer driver calls for fonts five times as big as your document fonts.
8. Enjoy the high quality printing.

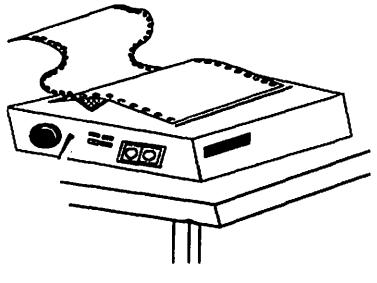
The StyleWriter can be used on a floppy-based GS. The high speed printer port driver is the same size (3k) as the regular printer port driver, and the StyleWriter printer driver is only 5k larger than the ImageWriter driver. However, to take full advantage of the printer, I recommend a hard drive, 2+ MB of RAM, and *Pointless*, the TrueType font manager software from WestCode Software.

In order to maximize the 360 dot per inch resolution of the printer, the StyleWriter printer driver tries to find a font five times the point size of the font you are using. It will print without the five times larger font, however, jaggies will be noticeable. If you are using a TrueType font, *Pointless* will generate the large fonts (up to 255 points) as they are needed. However, be aware that most GS/OS software has a limitation on the maximum point size of fonts it can work with. So while *Pointless* can generate fonts up to 255 point size and can theoretically let you print very smooth fonts of up to 51 points (255/5), your software will most likely not accept fonts that large. The *Pointless* documentation lists the maximum point sizes of many of the popular GS applications.

The hard disk drive is almost essential to store and boot System 6 and its supporting software. The TrueType font files tend to be large and are best managed on a hard drive. At least two MB of RAM are needed to store the large fonts loaded or generated by *Pointless* at print time.

As with the addition of any new driver or system software, there could be a conflict between the driver and a desk accessory. If you experience any unusual system behavior or lockups, I recommend you use the now familiar technique of disabling all desk accessories and adding then back in one at a time as you test the printer.

The Apple printer driver is not as robust as drivers for other printers. However, if enough GS users purchase StyleWriters, Seven Hills or Vitesse may be persuaded to develop a better StyleWriter driver as part of their Independence or Harmonie packages.



APPLE II BYTS AND PYCES

by Gary Hayman

This is a regular monthly column which includes Apple II information of the hints, techniques, suggestions, helps, information, news, etc., genre. Information which may not, in itself, warrant a separate article in the Journal but would, nevertheless, be of interest to Apple II readers. You are asked to submit your hints, ideas and suggestions to me for monthly organization and publishing. You may do it via the TCS or direct mail to me at 8255 Canning Terrace, Greenbelt, Maryland 20770. Telephone calls to (301) 345-3230. Please note that this column is often submitted for publication 45 to 75 days prior to its appearance in print.

Lack Of Memory? No Excuse Anymore!

With the low price of IIGS memory today, there really is no excuse not to have at least 4 MB's installed. I told you that I purchased 1MB memory chips for $25 per megabyte at the WAP Garage Sale in June. If you have a board that will accept these chips then run out and get them.

Perhaps you have an Apple memory board fully populated to 1 MB and have been wishing for the day that you could run System 6, *HyperStudio, AppleWorks GS,* etc., on you computer. Well, rip it out and replace it with a RAM GS board by Sequential Systems. This board has an onboard 4 MB Memory Expansion. It is fully compatible with all IIGS software and supports high-speed DMA memory access. It comes with a brief Owner's Manual and a Memory test diskette. I purchased one for Betsy's (my significant other) office IIGS. It took ten seconds to install and all is well. I paid only $129 at Apple Expo East for the unit, but I have seen it in mail order for only a few dollars more. What a bargain!

Because Betsy only uses *AppleWorks* at the office, I set up a RAM disk for her and used *Companion Plus* to alter her *AppleWorks* disk. Now upon booting, the Main and Custom *AppleWorks* dictionaries are automatically sent to the RAM disk and all *AppleWorks* modules are loaded into memory. She only has one 3.5" drive, so this speeds up the use of *AppleWorks* tremendously and eliminates disk swapping, plus it gives her over a 3MB desktop.

The extra memory is just as important to anyone who desires to use 16 bit programs. Now is the time! What a great Christmas present.

An Apple II Viewpoint

The following is an article that I recently scanned from the *Washington Post*, although I have seen it in several other places. It is important enough to include here, if only to give you an idea what people are saying and thinking about the Apple II line. It should be noted that when and if the product disappears from the assembly line, then the User Group concept for the support of that product even becomes more important. That is why the Washington Apple Pi and their Special Interest Groups such as the IIGS SIG, *AppleWorks* SIG, UltraMacros SIG, Apple III SIG, EdSIG, etc., are so important for you to support.

After 16 Years, Apple II May Be Going, Going, Gone

by Phillip Robinson

Which is the most successful personal computer of all time?

Is it the IBM PC and all the PC-compatibles? Certainly for numbers, the PC takes the prize. There are over 50 million in the world. But are sheer numbers the only measure of success? What about longevity?

The largest investment in a computer is often time–both the time spent learning its programs and the time spent entering and massaging information.

When you switch to a different computer, you often lose much of the investment. Your training becomes obsolete and your information may lose much of the format and structure that gave it meaning. If you can buy a newer, faster computer that runs the old programs and understands the old information files, you protect your original investment.

For longevity, then, the PC takes second place. It has been around since 1981. The Apple II was born in 1976 and is still for sale in the guise of the Apple IIe and IIGS. More than 5 million have been sold.

This is the machine that made Apple a household name. Sixteen computer years is like 200 human years, yet the IIGS can run most of the programs written for those early Apple II's of more than a decade ago.

The IIGS is no slouch when it comes to today's technology, either. The GS/OS 6.0 operating system makes the IIGS look like a Macintosh with pull-down menus, windows, type fonts on screen and, so on. It can even read and write PC and Macintosh disks.

The IIGS has more built-in sound and color-graphics ability than the least expensive Macs and PC's. You can improve a IIGS or IIe with all sorts of add-ons, including CD-ROM's and music synthesizers.

For software, you won't find as many famous titles as for a PC or Mac, and few Apple II programs make use of the IIGS's most advanced features. Still, 10,000 programs can run on the Apple II line, and you can find such names as *AppleWorks* (an integrated package with all the basics), *WordPerfect*, and *Quicken* and *Manage Your Money* (home and small-business finance) all available to the Apple II user.

Thousands of educational programs also work on the IIGS, including today's favorites from Broderbund (*Where in the World is Carmen San Diego?*), Davidson (*Math Blaster*) and the Learning Company.

Unfortunately, few people realize the Apple II is still around, and Apple certainly doesn't publicize the fact. The II's evolution from II to II+, IIe and IIc made Apple a billion-dollar company and a symbol of the early Eighty's spirit of entrepreneurship. But when the Mac came along, the Apple II was relegated to "lesser" markets, such as education and the home. The Mac was promoted as the exciting, serious business machine.

But when the Mac struggled and even looked as if it might fail, the II line continued to bring in a billion dollars a year in revenue and much of Apple's profits. Still, Apple cut new II development to a minimum, assigning it fewer engineers and marketers all the time.

This wasn't the public policy in which Apple would periodically announce new machines like the IIGS, with better speed and graphics.

"Apple II Forever" was one of the battle cries coming out of Apple, but resources to actually create the Apple II future were dwindling. Apple introduced the new GS/OS System 6 this year, but it hasn't introduced a new II model in many years.

The II continued to do well in some markets, notably small businesses, homes and especially, education. Schools had millions of Apple IIs and millions of copies of Apple II programs. Having less money to "upgrade" to the latest thing, they weren't as quick to jump to the Mac as were businesses.

Systems compatible with IBM components were notoriously hard to learn and expensive to configure for color and good sound–vital aspects of a K-12 computer. And, in spite of the thousands of programs available for PC's, there weren't as many good education programs as for the Apple II. The Mac, lacking color, had still fewer.

All those II programs, as well as all the training teachers had picked up, gave schools an enormous incentive to buy more II's rather than switch to another computer family, from Apple or from anyone else .

So is the II dead? Has that incredible life come to an end? Many thought the II already was a museum piece, left behind even before this year's cascade of less-expensive PCs with better sound and graphics, more inexpensive Macs (including the LC II with color), and the bargain threat of the Amiga 500.

In a recent "computers for school" column, I assumed the II wasn't for sale except through used-computer exchanges because I hadn't seen any new models, books or advertising for years and had watched the one Apple II magazine at my newsstand (A+/ inCider) dwindle to embarrassingly few pages.

I was wrong, and readers let me know. The IIe and IIGS are still for sale, and they cost less than the least expensive Macs. You can get a IIe for about $600 ($829 list) and IIGS for $800 ($1,149 list). Add to that $300 to $400 for a monitor ($399 and $599 list respectively). [GH–cut those prices by more than 50% when buying previously owned equipment.]

Some Apple II owners still see it as a better choice than the Mac–and certainly better than the PC–with less expensive software–where $100 is an expensive program–easier multimedia, better sound and compatibility with thousands of programs.

But mere availability isn't enough. Nor is technological prowess. Even Apple II fans admit that it gets harder all the time to find supply and support for the machine.

You can buy Apple II peripherals and software by mail, but there aren't many new programs available and the peripherals cost more than you'd pay if adding to a Mac or PC.

Conclusions? The Apple II is clearly the longest-lived computer in history. The IIGS is more potent than many people realize and could handle many of today's computing tasks, especially in schools and homes.

But should you buy a IIGS? Only if you're buying for an elementary or junior high school, have lots of software you won't be able to replace, and can get a good deal.

If you're happy with the business or home software you've been running on a II, the compatibility of a IIGS could be a smart move.

Don't get hornswoggled into buying a Mac or PC just because they're newer. The longer you can wait, if you're not suffering with what you've got, the longer you'll retain your investment in training. You'll also get more when you do buy, as prices always drop and power always increases.

But buying a IIGS from scratch? Several readers suggested that I

should include it in lists of real choices for new systems, as a "sleeper" deal. I can't do that.

Even those readers bemoan Apple's choice to "artificially inflate" the IIGS price (presumably to move people toward Macs) and to eliminate development of new II models. Sure, you could buy a II and keep it sort of current by picking up the latest accelerator board here and a new hard disk there, and by running some ShareWare software from you user group. But that's the equivalent of keeping a car from the 1940's running with mail-order parts and a lot of garage time. It's fine for a hobby, but it's not practical.

The II isn't dead, but it's definitely on life-support.

[Phillip Robinson is an author of books and articles about computers and an editor for Virtual Information of Sausalito, California]

VIAD

VIAD stands for Vocabulary In Any Direction. It is a new GS word game written by that infamous, Kendrick Mock of *Boggled GS* fame. It is of a *Columns* nature with the exception that instead of colored blocks falling from the top of the screen, lettered blocks fall. If any of these lettered blocks are positioned in such a way (horizontal, vertical, diagonal) that they spell a three or more letter word, they are automatically removed from the falling display and placed in a separate credit display and you gain points. Bonus points are also picked up along the way as you build your score, pass certain levels, and construct words of four or more characters. You have control as to where you want the letter block to fall and you can even, if you have bonus points, change a falling letter to a letter to your choice. When blocks are removed, upper level blocks resting on the removed blocks drop down to fill the empty spaces, and they may, by accident or design, form new words which will disappear and credit you too. The game gets even more intriguing in that if longer words are built, you can even get special points that can cause additional blocks to disappear. Once a block falls, the game program searches a built-in dictionary to see if a word has been constructed. While the dictionary is not complete by any means, it is vast enough to allow "fair enough" checking.

Now if you like *Tetris, Columns, Floor Tiles,* and all their brothers and sisters, you will like this game. In fact, I find it addicting. You are able to place it on your hard drive where it performs even better. Just to watch and listen to the opening screen is worth the price of the disk.

VIAD is ShareWare and I recommend that you send in your fee to the author because he is one of the few people left who is developing interesting Apple IIGS products and needs to be supported; as well as it being the proper thing to do. The game is located on the TCS and is also available on disk in the WAP Disk Library and at the IIGS SIG meetings.

Now a couple of hints:

When you get to the main game screen, the one with the falling letters, immediately open your Control Panel (Open-Apple Control Esc) and slow the game to Normal. This will allow you more time to place the falling letters. Apparently, at least on my machine, turning off your accelerator does not have any effect.

Here are examples of some five and six letter words that you can use to get your *VIAD* armament points. You will always have extra Q's and U's around that will generally do you no good. Place a U next to a Q and then have this listing available to build your "longer letter" words. As always, be careful of shorter words contained in the word–such as ash in quash. If you develop the word too early and the shorter word appears, then you will only get credit for a three letter word. Just save the A, S, or H as the last letter dropped in place and you will get full credit.

Five letter "qu" words: quack, quaff, quail, quake, quaky, qualm, quark, quart, quash, quasi, queen, queer, quell, query, quest, queue, quick, quiet, quill, quilt, quint, quirk, quiet, quota, quote,

Six letter "qu" words: quaked, quaker, quanta, quarry, quartz, quasar, quaver, queasy, quench, queued, quiche, quince, quirky, quiver, quorum, quoted, quoter.

As with Mock's *Boggled GS*, *VIAD* seems to be attractive to women who tend to ordinarily shun arcade games. You might find that your significant other becomes highly engrossed with this one.

File-A-Trix

Another one of my favorite software writers is Karl Bunker, the "Sneeze" man. One of his latest creations is File-A-Trix which IMHO is a "must have."

File-A-Trix is a powerful, versatile and easy-to-use file utility CDA which allows you to perform many file-manipulation tasks from within @any GS/OS or *ProDOS 8* application [GH–that last part is important].

File-A-Trix can perform the following functions (or "Trix"):

- Catalog any disk and folder
- Delete files
- Rename files
- View text files
- Copy files
- Lock and unlock files
- Create new folders
- Initialize 3.5" disks

All of these tasks can be done from *within* any program that you may be using at the moment; GS/OS or *ProDOS*, desktop or text-based. File-A-Trix is extremely easy to use, with a fast and simple point-and-click user interface. File-A-Trix does not require System 6.0, (5.x is fine) but it does support the new System 6.0

FST's, so you can work with Macintosh HFS disks as easily as *ProDOS* disks.

[GH–remember you get to your CDA menu with the Open-Apple Control Esc key combination press from a ProDos or GS/OS program. Easy.]

Again, this is ShareWare, so send your fee in. You will find File-A-Trix along with many other programs you will enjoy and use on a special disk called "BunkerWare" which is available in the WAP Disk Library. Go get it ASAP.

A Group Worth Watching

The following Press Release [edited] appeared on a major on-line service recently. It goes to show you what the future may have in store for Apple IIGS owners.

Apple IIGS users rejoice! A new dedicated group is born. I would like to take this opportunity to introduce you to our group, One World Software Wizards. International Consortium of Developers and Programmers.

Conceptors and Grand Wizards: Glen Bredon and Roger Wagner

Founders: Olivier Goguel, Dr. Tom

Coordinator: Dr. Tom

Members: Olivier Goguel, Alex Siegfried, Huibert Aalbers, Tim Meekins, Dagen Brock, Chris Shepherd, Mike Sheffer, Joey Geiger, Aaron Lamar

Our group will be developing the following software for release within the next six months for the Apple II series and the Apple IIGS.

(1) Noise Tracker GS 2.0: The projected update and proposed enhancements will include:

- Load/Play/Edit/Save Music/ Transfer File Format for the following: *DiversiTune, Music Studio, Soundsmith, Synthlab,* and all previous music sample style formats found on *Noise Tracker 1.0*; i.e., Amiga and Noise Tracker Modules.
- Improve expanded editing functions such as individual positions, Cut/Copy/Paste, and fade-in/fade-out, reverb, echo, delay, and other special effects.
- Enhanced sample/sound quality with virtual (3-D) Audio composition.
- Concise, detailed documentation on all aspects of program operations, applications, music composition, and conversion.
- Enhanced sound quality and special effect with MIDI support.
- Multimedia program XCMND's to allow VAMPS-PGSD (tm) (Virtual 3D Audio) 360 degree stereo inclusion in *HyperStudio* (tm) and *HyperCard* (tm) stacks.
- Special effects music and sound NDA's and CDA's.

(2) Photonix III: Projected enhancements will include:

- 100% compatibility with GS/OS 6.0 and 6.01 (will launch from / return to Finder)
- The GS/OS application program and P8 System Program in 100% assembly language.
- Support copy of all Apple (3.5") disk formats, 400K, 800K, 1.44Mb, ProDOS, Macintosh, Pascal, Special Formats, or Non-ProDOS.
- Supports copy of all fastcopy (non copy-protected) Apple (5.25") disk formats.
- Hard drive compatible with utilities for hard drive backup and hard drive optimization.
- RAM Drive Compatible.
- Multi-interleaves: 1:1 through 1:9
- If you have any request or suggestions for additional enhancement/ update/functions, or objections, please send them to our coordinator. We need feedback from you, the Apple II and IIGS user to determine if this project is worth the effort! (Your responses, endorsements, or objections will determine if the Photonix III project will become a reality or not.)

(3) TransFont Wizard GS: An advanced 320/640 SHR (256 color) graphics composition and utility program, that will allow inclusion, editing, and many other macro commands for all Apple IIGS System Fonts, Fontrix Fonts, and MultiScribe Fonts.

We want your input on all of our software projects, as well as your suggestions for enhancements that you want to see included. We welcome any suggestions for improvements and would like to hear from you concerning any other programs for the Apple II series and the Apple IIGS that you would like to see developed, enhanced, rewritten, or improved for your use.

We believe the Apple II series and the Apple IIGS have a long and exciting future. Our motivation and purpose is to bring you quality, user-friendly software that makes your computing efforts easy, fun, and rewarding. We have a great many other innovative and exciting ideas for software, CDA's, NDA's, modem, CAD, computer-based Virtual Reality, educational and entertainment games, and so on for the Apple II series and Apple IIGS. Let us know what you would like to see us develop and we will give it our best!

As a collective group based around the world, our objectives are to develop useful user-friendly software for you to enjoy. We also want to inject a few bits of international love and world cooperation for the benefit of the Apple II computer and all of the users that love their Apple II computer and enjoy using them for their

many wide ranged applications. We've always felt that the Apple II computers had a little humanism mixed in with the circuits that make them work. Our coordinator, Dr. Tom, has a unique set of talents to bring people together for the common good of all, using simple yet effective methods. His philosophy is social in nature, in that he believes that if you share your knowledge and talents unselfishly for the best interests of the whole, good results and even *miracles* will happen!

As a group, we invite you to input your contributions, talents, and knowledge to make our efforts and our results more rewarding for the entire Apple II world.

We wish to express our sincere thanks to our Conceptors and Grand Wizards, Glen Bredon and Roger Wagner (the programmer and publisher of Merlin 16+) who are responsible for a lot more than they can ever realize. If it were not for them, we would not exist as we do, nor could we have done the things we did in the past or hope to do the things we plan to do in the future for the Apple II computers and its users.

Love your Apple II forever and it will love you forever. The best is yet to come.

One World Software Wizards
Dr. Tom
25 Wayland St.
San Francisco, CA 94134-1512

Are You Using *HyperStudio 3.1*?

Roger Wagner invites you to update your *HyperStudio* with the latest. He recently wrote:

"There is now an even later version of *HyperStudio*! Wheee!! Although some people have expressed frustration with not knowing whether they have the latest version or not, I hope you'll realize that the continuing incremental upgrades are the result of my trying to fix any problems that occur as fast as I can. The alternative would be to upgrade the product only once a year, as many larger software companies do. This would give everyone the assurance that no-one had a newer version than they did, but it would also mean that a particular problem would go unsolved for quite some time."

"In any event, the latest release of *HyperStudio* is version 3.1g, and can be obtained by downloading a file on GENIE. All you have to do is send me Email (to ROGER.WAGNER), with your name and *HyperStudio* registration number (you DO have to be registered!), and I'll upload the latest files to you. This file bundle includes *HyperStudio 3.1g, Sound Shop 3.2,* the run-time version *HS.Sys16 (3.1g)*, and a new HS.Icons file. Changes depend on just which previous version of *HyperStudio* you have." (Note This is available *only* to those who have version 3.0 or later. If you have version 2.1 or earlier, please see the update procedure in your latest StudioWare Catalog).

"The most important changes are in SimpleScript. If you use SimpleScript, you should *definitely* get this latest revision, as some causes of "random" crashes were finally located and fixed."

[GH–If you are not on GEnie, you can still get the latest release from the publisher direct. Contact Roger Wagner Publishing in California at (619) 442-0522 for details.]

Owners Of *Pointless*

It is in the mail–or is it? If you haven't received version 1.01 of Pointless by now then you should immediately contact WestCode Software to see where your update is.

Version 1 Revision 1 (also known as v1.01) is the latest version. For users who want to check the version number on their *Pointless,* open the *Pointless* CDev, then press Open-Apple Control-A to display the revision number at the top of the control panel window. If you see Revision 1, you have the latest version. If you don't have the latest and you want an update, it's simple–just send in your registration card and you'll receive an automatic update, if necessary based on your registration number.

InWords 1.1 Out?

WestCode Software says that the long awaited update of *InWords* v1.1 is in fact, nearly done. They have been writing, and rewriting code for quite some time. They have also done extensive testing on said code. As it stands, the beta version sitting on Tony Gentile's desk should be the final version, and should be ready for shipment shortly.

We have been promised v1.1 for over a year now and each month it seems to be put off another month or two. Perhaps this will be the new release version. I have had a early (legal) beta version of v 1.1 for almost a year now and I can testify that it is quite an improvement. I especially like the new feature of automatically comparing your scan with existing fonts and locating the best suited font. I am sure that the early beta that I have has been improved upon greatly and I am looking forward to the actual release.

HardPressed–Incidentally WestCode is making a pre-announcement about a new product called *HardPressed*. They claim that it is a "truly transparent and completely automatic way to compress your files and increase your storage capacity on your Apple IIGS." Adding that it is very fast and totally automatic. That's all I know at the moment.

Ventana Freeway

That's the route you want to take for some excellent publications that are bound to give you great ideas for preparing your documents, brochures, handouts, flyers, ads, reports, proposals and turn-on your personal creative "printing-ink" juices.

Ventana Press of Chapel Hill,

North Carolina is a publisher of quality computer books that are not only well written, but presented in such a way as to make the topics interesting, informative and useful. I want to discuss four of their many publications which have pertinence to Desk Top Publishing.

Earlier this year I got my hands on their *Newsletters From The Desktop–Designing Effective Publications with Your Computer* ($23.95) by Roger C. Parker. *Newsletters* is such an excellent book that I immediately adopted many of its suggestions, changing the format of the newsletter that I edit for NOVApple (Northern Virginia Apple (II) User Group). Just the "grid" section opened my eyes to five and seven column layouts and how to use them effectively in page layout. The multitude of hints contained in sections covering type styles, headlines, pull-quotes, visuals, borders, backgrounds, etc., are a treasure chest of DTP knowledge. The book is jam-packed with print examples and, of course, graphic examples. If there is only one book to get, order this one.

But, please don't stop because the others are *must haves,* too. Parker's two other books; *Looking Good In Print–A Guide to Basic Design for Desktop Publishing* ($23.95) and *The Makeover Book–101 Design Solutions for Desktop Publishing* ($17.95) contain a wealth of valuable material. For example, I like *Looking Good* because it is full of visuals which reflect what the text is explaining. The sections on "Type Design" and "Design Pitfalls" were of particular interest. Here you will find more details of sales material, presentation graphics, business communications and even forms.

Parker's third book, *Makeover,* is a real gem. You can see side-by-side, originals and makeovers of the same documents. Even though the originals look very good, you can easily discern how putting some of the basic ideas to work for you can make a

world of difference in your final product. Categories, such as newsletters, ads, correspondence, etc., discussed above are also presented in this 282 page book.

The last book I am recommending today is, *The Gray Book–Designing in Black & White on Your Computer* ($22.95) by Michael Gosney, John Odam and Jim Schmal. This book is of particular interest to me because I only use a black and white laser printer to produce my various publications. This book is graphic and art "heavy," giving numerous examples of how to improve your documents with better layouts, page design, contrast, shading, grays, scans, and logos to name a few.

Now whether you are using 8-bit *Publish-It! 4,* 16-bit *AppleWorks GS* or *Graphic Writer III* on your Apple II, or perhaps some other DTP program with your backup Macintosh or PowerBook; any and all of these books are for you.

There is an excellent free catalog available from Ventana Press. To receive one, write Ventana Press, PO Box 2468, Chapel Hill, NC 27515, call them at (919) 942-0220, or fax them at (919) 942-1140.

Naugahyde

For an excellent "covering" of Apple II pertinent "how to's," NAUG is a must. I am constantly impressed with the Michigan based, National *AppleWorks* User Group (NUAG) which numbers over 10,000 members in its ranks. They are probably the leading organization that is keeping the Apple II family alive–just by supporting *AppleWorks* users. It is reported that this Apple II only group is almost twice the size of the largest Macintosh only group–BMUG. They also boast that their monthly publication, the *Forum,* enjoys the largest Apple II-only circulation. *The Forum* magazine is top notch, not only due to its excellent contributors but also due to the highly professional editorial staff consisting of Cathleen Merritt and Warren Williams. Articles are always written with the reader in mind and nowhere, I repeat, nowhere are such step-by-step easy-to-follow directions presented in article after article. The whole collection of *The Forum* is a ready reference paradise. When I first joined NAUG, many years ago and saw my first issue of *The Forum,* I immediately ordered all back issues because each issue is so valuable.

Although heavily into *AppleWorks Classic* and *TimeOut* "how to" articles, NAUG does cover other Apple II areas. In recent editions, articles discussing how to use synthLAB with 3.5" drives, using Apple IIGS fonts with your laser printer, how to get more speed from your TransWarp or ZipChip, and in-depth reviews of new Apple II products that are appearing on the market are presented.

Membership information can be obtained by contacting NAUG at PO Box 87453, Canton, MI 48187, giving them a call at (313) 454-1115, or faxing them at (313) 454-1965.

The author is currently Chairman of the AppleWorks *and Apple IIGS Special Interests Groups and is the organizer of the new UltraMacros SIG. He is published frequently in the Journal of the Washington Apple Pi. He is also a Beagle-Quality "Buddy," a Seven Hills "Partner" and a TimeWorks "Ambassador" for the WAP. Professionally, he is a Certified Hypnotherapist in private practice in McLean, Virginia and does part-time Apple II family computer application programs consulting and teaching. His latest software program,* The Magic File Cabinet *is currently selling internationally.*

Apple II Walkabout: Apple Expo East at Boston

by Seth Mize,
WAP Contributing Editor

On the way to Boston, I got to see a new Mac Powerbook 170, just before it was dropped from the Apple line. Saw Cheers and some late night spots as I drove around Boston looking for the Castle. Friday morning I re-discovered Cambridge but got to the Castle before the opening. The WAP booth was already too full, so my SARA was in the car the whole trip.

Apple Expo East was held from Friday through Sunday, October 2-4, 1992. Bob Berkowitz and Andi Ehrens of Event Specialists did a great job. The show was well organized and was held in a National Guard Armory constructed to look like a castle. The train station was only two blocks away. If you knew the bus system, you could have parked away from town and rode in on the Transit system for about $1.50 with free transfers. About 71 vendors had booths, less than half were Mac. Each time you entered the Expo you got a new black bag from the folks from Focus.

The Boston Computer Society (BCS) co-sponsored Apple Expo East. They have Special Interest Groups (SIG's) of every sort. They are one of the largest User Groups in the world. They had about four booths at the Expo. I learned that each SIG has its own single line BBS. And they really do not know what the other SIG's are doing. The BCS booth next to ours was manned by Apple II users. They hold fun raisers like the DOWNsizing MainFrame Demolition Derby and produce a Quarterly Buyers Guide. They put out an annual report in their BCS Update that they gave away at their booth. Members had a chance to win a Mac Powerbook 100 at their October 28 Annual Meeting. Their main office phone is 1-617-252-0600. To join by phone use x3316. The address is One Kendall Square, Cambridge, MA 02139. The Mac office phone is 1-617-864-1700, the IBM-PC office phone is 1-617-964-2547, and Apple II Co-Director, Albert Willis, phone is 1-617-288-2959.

At the Park Plaza

We ran across to the Park Plaza for the keynote address, "More than a One-Way Telephone," on Friday morning by Roger Wagner. *HyperStudio 3.1* was demonstrated in a computer show by Roger Wagner with a hand control. We all enjoyed his outrageous tie and his enthusiastic presentation of what can be done with multimedia in education through entertainment. I spoke to both Roger Wagner and his understanding wife, Pam. And I saw Gary Hayman and Neil Laubenthal and the other Pi members who took the train to Boston.

Back at the Castle

Apple Computer, Inc., had lots of Macintosh computers on display in a booth along the back wall. They were very calm when I politely asked if they had been beaten about the head and shoulders for not having an Apple IIGS on display. I decided not to ask them to put my Apple III on display. They were curious, but not likely to permit it. I didn't even visit the Claris booth. By the way, Hayes modems gave away the best hats.

You can get a free Apple II newsletter by calling Apple Computer's toll free customer service number 800-776-2333 to request it. Your local Apple Dealer can also get you a free copy of the 200 page Apple II Guide, Vol. II, Apple part number A0243LL/B, in the InPrint catalog.

Dr. Mac had a $32 Carribean Get-Away! A musical domino game Jamaican 9 X 9. Call 800-825-6227, ask for partWRNC10 if you have a Mac.

Psygnosis had the most entertaining booth at Expo. A Lemming robot rode around on a tricycle. The guys in the Alltech booth took the Mac Lemmings demo disk, pulled the sounds off of it to show how easy it would be to port the game over to the GS. Here's to an Apple II version soon!

Japanese Anyone?

While I was walking around Expo,, someone gave me a letter from Japanese Language Services, 186 Lincoln Street, Boston, Massachusetts 02111. Telephone 1-617-338-2211, FAX 1-617-338-4611. They have a collection of Asian language programs for the Mac and for PC's, as well as the Japanese version of the NEC PC-9801RX2E desktop computer and PC-9801NS/EZ notebook computers. The NEC's have a mode switch built in to change from English to Japanese language roms. The only way my wife will ever use a computer is if it can also compute in Japanese.

I enjoyed Kodak's digital imagery presentation and signed up my son for a chance for a free seminar in Rochester, NY. For only $11,000 you can have your own digital camera with one tenth the resolution of film.

In the Roger Wagner Publishing booth, Pam Wagner held down the fort while Roger, who is still a teacher at heart, ran three seminars. Among the many demonstrations of *HyperStudio 3.1* stacks, the Washington Apple Pi demonstrated an

"Early Childhood Stack" on Friday. Roger had a nice handout at his booth, "The VCR as a Printer" and he explains that you can get all the parts at your local Radio Shack Store. Send $29 for a one year membership in the Hyper Studio Network, voice 609-466-3196, Fax 609-466-1085, or write to Box 103, Blawenburg, NJ 08504. You get a quarterly publication and an annual disk called "The Best of *HyperStudio*" each September.

My Favorite Store

Alltech Electronics is the recycler of the computer industry. They carry hard to get Apple computer items. They have a large quantity of Apple Profile hard drive controller cards in stock and lots of software and hardware for Apple III, Apple II and Lisa computers. And only Alltech carries the Visionary card. They are also online on the Metal BBS Network.

Tony Diaz from California ran the Alltech booth with a little help from Cletus Heaps and Dave Smyth. Cletus runs a very active IIGS SIG for the Maryland Apple Corps;Dave Smyth works for SoundScape an audio video company.

Dave Smyth brought the $3,000 digital projector for a sneek preview by Scott Gentry of McLean, VA. I saw his new Allison card ROM's in action at their IIGS SIG meeting. Shucks, now I'll have to go see the rest of that Star Trek movie! Look for it after the software is done. But, I digress.

Throughout the Expo, Tony had a small homemade portable IIGS at the Alltech booth. Using an old pc portable case, he cut down the excess from the back end of an Apple IIGS motherboard and installed a short 4MB card. It had a SCSI bus connector for the 40MB hard drive and a 3.5 floppy disk drive inside. It had an amber two inch tube that had great resolution, but his next version will be in color. He had to chop off the numeric keypad and remove the keyboard works and install them into the original cover. And he fixed external ADB connections under the keyboard for a mouse. I heard Roger Wagner offer to buy it. Tony said that Roger is getting the next portable GS, but he keeps the original.

I finally decided to upgrade my IIGS with 8MB of RAM for $309. (I'll never need more than 8MB of memory! Right?) I got the CVTech 4MB GS RAM card with a Sequential Systems 4MB RAM GS card to piggy back in the CVTech card. Everyone seemed to have them at that price for the show. I got them at the Alltech booth; it was fun to watch Tony pop those chips in like he did it every day!

I spent $19.95 for an old IBM carrying case with wheels that is perfect for moving a complete IIGS and monitor, and two disk drives, etc. or even a Mac LC, or the Mac IIci. As a show special, the price included the shipping from Alltech in California. My wife knew I bought something at Boston when the box arrived a few days later. Call Alltech Electronics at 1-619-721-7733, or mail to 602 Garrison Street, Oceanside, CA 92054. They have other stores, but those handle the PC business.

Burger Bill

I met Burger Bill Heineman at the Interplay booth. He is a real live wire! He demonstrated his new port of *Out of this World*, an interactive action game. He explained that he had achieved greater detail than the original PC/Amiga version by using polygonal graphics to create movie-like action. He took advantage of all memory available. He said it was done and would be shipping a week from October 2. List is about $50 and will be sold through Big Red Computer; phone 402-379-4680, fax 402-379-3361, or write to 423 Norfolk Ave., Norfolk, NE 68701-5234. Quality Computers will carry this one.

I got to play *Out of this World* on his computer for an hour while Burger Bill gave a reporter an interview. This game is a real challenge if you have poor reflexes like mine.

Bill Heineman, who also did *Harmonie*, has written a 57.6K baud serial port driver for use with *Harmonie* and *Independence* on your IIGS and a StyleWriter. It's free and is found on our TCS or GEnie or AOL.

[Dear reader, you can go back two months to my first A2 Walkabout and cross out *Time Lord*, and insert *Out of this World*. My apologies to Burger Bill Heineman for the error and to *Time Lord's* author.–ED.]

Note: *TimeLord* is a new IIGS adventure, role-playing game from DreamWorld Software. I'd say more about it, but I have not had time to set up my IIGS with System 6.0 yet.

Avatar

After telling Burger Bill about my preliminary report, he spoke briefly about the Avatar, his newest project that will run Apple II, Mac, GS, and IBM software. He said that he will finance half of the cost himself and hopes to have something to show by next February.

Back at the WAP Booth

I asked Burger Bill to help WAP President Lorin Evans repair some defective GS Games disks that were for sale in the Pi booth. We finally ended up getting clean copies of three ShareWare programs from his hard drive. He really saved the day!

The WAP, thanks to the organization of President Lorin Evans, the hard work of our Office Manager Beth Medlin and the help of Grace Gallager, and many others that duplicated disks at the last minute, had lots of IIGS disk sales and got many new members. Our booth was a hit!

Phil Shapiro helped man the WAP booth. Saturday he gave an interesting seminar on his Big Text Machine from Ballons Software. Phil is also on GENie and is very active in promoting use of computers to solve learning and developmental problems.

At the GS+ booth, I met owner/editor Steve Disbrow and his wife, Noreen. They said they did very well

at the expo selling a great product. This is the first Apple IIGS magazine and disk publication. They took my $5 for the current issue that has Kansas Fest coverage and a disk that included the great new duplicating program *Replicator*. I did not buy the last copy of KansasFest Video ($15). Steve told me that they have a contract to make copies of the video for A2Central. Tony got the last one.

You can order your one year subscription for GS+ Magazine with disk for $36 by calling (615) 843-3988, or mail to GS+ Subscription Services, P.O. Box 15366, Chattanooga, TN 37415-0366.

At the Econ booth, Karen and D. Proni and Tyler and Leah Weisman had four things to see. First, their Pegasus series of internal hard drives. Second, Universe Master for total hard drive mastery under IIGS System 6.0. Third, a demo of Auto Arc. A transparent compression utility that works like Disk Doubler on the Mac and PC's. Fourth, they had a breadboard version of a new stereo card called the Sound Meister that will be released soon. Call 1-407-365-4209 or write Econ Techonlogies, Inc., 99 N. Central Ave., Suite B, Oviedo, Florida 32765.

At the Lunar Productions booth, they had the latest in GS resource editors: *Foundation. Foundation* is a great tool. It is designed specifically for IIGS System 6 and works with up to four files at one time. I understand that Bill Tudor uses it.

Marty, one of the partners, manned the Triad booth. Triad Ventures issues *Graphic Disk Labeler* and some *HyperStudio* products. They make SoundRem, too, an add-on for *Foundation,* that lets you edit any kind of sound.

A+/InCider Magazine had a booth, and I got a few copies of their latest edition. The Editor in Chief, Dan Muse, is leaving the magazine according to the InCider's View on page eight in the November '92 edition. I later read on the InterNet that they are changing their name to InCider and dropping the A+.

I got a free catalog at the Quality Computer booth and they seemed to be overwhelmed by the activity. They were there selling lots of new GS stuff. You can get Enhance, the best catalog around, from them by calling 1-800-777-3642. I noticed that Sandy Kowalczuk, an Annapolis Apple Slice member of the Pi and computer teacher at Key School in Annapolis, MD, is quoted in their latest ad in A+/InCider Magazine.

LRO had lots of Applied Engineering products to sell at their booth and had a very happy sales force.

Chinatown in Boston

We left the Castle at 6 p.m. Friday and were entertained by Clinton supporters standing outside and the Boston police around the Park Plaza Hotel where President Bush was speaking at a $1,000 a plate dinner. This was the same hotel where many of the Apple Expo attendees were staying. We were told that the Legal Seafood restaurant would be open for the public at about 8:30 p.m. and decided to go down to Chinatown for a meal with the gang from GS+ Magazine. We found them after looking into every restaurant along the way. Burger Bill likes chinese food. I don't know what Tony Diaz likes, probably pizza. Cletus Heaps and I both ordered the lobster dinner for two. And sure enough, we both got one for two! I met everyone from Econ again at the GS+ table. After dinner, we walked back and Clinton supporters in the ice cream parlor welcomed us to Boston. Then we had a party in the GS+ Magazine suite until much later.

Back on Saturday

At the ERM booth, I purchased a pair of Suncom Tac 1+ all-purpose joysticks from Taiwan. They can be switched from PC to Apple and the connectors fit the Apple II, II+, and IIGS and comes with the connector for the IIe and IIc. Show price was two for $15 with a belly bag. They are located at 37 Washington Street, Melrose, MA 02176.

At the RezTek booth, Bill St. Pierre, designer of the Turbo Rez board, said it will be out about March '93. It gives you true (1) 320 x 320 pixels and 256 colors, (2) 640 x 640 pixels with 16 colors on one line, or (3) mixed 320/640 co-existing on the same line with either 192 colors for 320 and 8 colors for 640 pixels. The demo was really eye popping. You get high resolution from your GS monitor. It does not work with a VGA monitor. It should work with the Apple Video Overlay card adaptor. I read that Bill was showing several demos with the aid of Pete Chin, who was running a prototype desktop GIF viewer. The board overlays the video on the desktop, so you can have native desktop applications with windows, etc. List: $330. Call RezTek, at 707-573-9257.

In the same booth, *Animasia 3-D* was being demonstrated. It works with the Turbo Rez board to give you lots of colors and 3-D. Call Animasia at 203-455-0298 after February, '93.

At the TFSP booth the author, Joeseph F. Schober, demonstrated EBBS v. 2.0 in the TFSP Systems booth. WAP member, Kim Brennan, set up an EBBS system that you could try it out in the booth. Not only can you customize your BBS without programming it, but you will get free upgrades forever. Send a check for $127 for the program and a comprehensive owner's manual and shipping. If you live near TFSP Systems, 7809 Freehollow Drive, Falls Church, VA 22042-3305 you might get the offer he gave me. He offered to set up my own BBS at my home in Glen Burnie, MD. Call Joe at his new BBS number at 1-703-560-9308.

After seeing everything again, I went for a late lunch at the Legal Seafood on Saturday. The clam chowder was good; the Jonas crabs were great and larger than expected. I also ordered my favorite clam "steamers"

and did the best I could, but couldn't finish. Seafood is the best reason to hold Apple Expo in Boston. Legal Seafood 1-800-477-LEGAL.

Saturday, Dave Smyth sold Tony's copy of the KansasFest Video to Mary Perry. She stopped by before leaving and they were able to get it back from her before Tony exploded.

The Berkely Macintosh Users Group (BMUG) will co-sponsor Apple Expo West next spring April 23-25 in San Francisco, CA. Call Event Specialists at 800-995-6630.

SBA-Online BBS

The Small Business Administration has opened SBA-Online, an electronic info system for people interested in small businesses. Set your telecom program for 8N1, and dial:

2400 bps: 800-859-4636
9600 bps:800-697-4636

I've just read a final edition of the following newsletter. Perhaps it could be revived if enough folks became interested in paying for it.

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I have to end this somewhere. Hope to see you at the December Garage Sale. I've got an extra Applied Engineering 1.5 MB GS RAM card now.

Seth Mize is a IIGS owner with a basement full of Apple III's and an Apple II Plus. His son is a Mac SE/30 owner. He is one of our Apple II Editors and is the Annapolis Slice Apple II Programs Chairman.

Online and Offline with *ProTERM* 3.0

by Lorne Walton

My friend Brian McCaig has often enthused about *ProTERM* as a telecommunications package, while retaining a positive attitude toward my old favourite, *Point-to-Point*. His usual comment: "*Point-to-Point* can do almost everything *ProTERM* can, with a simpler user interface."

Some club members actually pushed me to switch to *ProTERM*, but *Point-to-Point* had worked well for me for many years and because it was written by club founder and life member, Gary Little, with whom I had a friendly working relationship as beta-testers, I was disinclined to change.

That all began to fall apart a year or more ago, long after Gary and his family had left Vancouver for the greener pastures of Apple's head office in Cupertino. Gary's focus had become the Mac, and it became increasingly difficult to reach him via electronic mail. [Walton's Beta-testing Rule Number One: a developer who wishes to support his product must make himself available to his beta testers.] When I was able to reach him, his replies were less than encouraging, and left an impression that he had lost interest in supporting *Point-to-Point*. [Walton's Rule Number Two: no programmer is obligated to tell anyone, not even his beta-testers, that he has no further interest in his product. But if he doesn't wish to create that impression, then he must make more than a half-hearted effort to create the opposite.]

[Walton's Rule Number Three is that a beta-tester must do his job. I may not have been the most valuable tester on Gary's team, but I did my best and felt that I went beyond the call of duty by trying to reach him with my ideas. Maybe I was being a pain in the glutei.]

Point-to-Point's last major update was version 4.2.1 in June of 1990. By then, it had a powerful scripting language. It had been taken over by Beagle Bros, a vast improvement over PinPoint, the former publisher. It had an excellent new manual. Things were looking up.

I was happy with *Point-to-Point* until the introduction of System 6. Suddenly I and a few others on GEnie were seeing *Point-to-Point* crash frequently. There may well have been conflicts with a desk accessory or an INIT, especially since it worked fine on my son's GS. Re-installing made no difference. This may have been no fault of *Point-to-Point's*, but it was the last straw, and I ordered *ProTERM* 3.0 (by mail from Terry's Tech Service: RR#8 Parkhill, ON, N0M 2K0, 519-294-0648, Cdn$105.)

Brian McCaig Lied!

No, wait: Brian was just being charitable–that's better. *ProTERM* 3.0 can do a lot of things *Point-to-Point* can't, and a lot of the things that have been on my *Point-to-Point* wish list. Many of those revolve around friendliness and flexibility in the scrollback (a.k.a. review or capture) buffer and the editor.

ProTERM 3.0's manual is 288

pages long. It starts with the very basics, describes its user interface, installation and tutorial, followed by chapters providing more details on specific aspects of *ProTERM*'s functions. Finally, an appendix advises regarding Warranty (free disk replacement in first 90 days, thereafter, $5 if registered), Service (online addresses and long-distance numbers for tech support), Troubleshooting, Modems and Cables, and some help getting started with the major networks. The Table Of Contents is well laid out. (Why is there never a Table Of Malcontents? I'm sure my name would be there.) The 12-page index appears to be thorough.

The User Interface

ProTERM 3.0 does well at using the Apple II 80-column text screen to emulate the "desktop" metaphor with pulldown menus. Use of the mouse is supported but is not smooth the way it is on a graphics screen: this is a limitation of the text screen. *Point-to-Point* did not use the mouse at all. Quick-key combinations are everywhere: so many of them that they start to become obscure, like Command-J to Print File To Disk. *Point-to-Point* gets around the quick-key jungle by keeping them to a minimum, by listing some of them across the top of the screen (Command-1 = catalog, e.g.) and by using submenus (e.g. Command-C from the editor leads to a choice: Modem, Printer, or File.)

The Buffers

Point-to-Point allowed its "review" buffer's size to be customized, up to the maximum available. *ProTERM* 3.0's "scrollback" buffer (same item, different name) is automatically sized to the biggest chunk it can grab: both methods are acceptable. Text is placed here while being received online. In *Point-to-Point*, navigation in the review buffer is limited to scrolling a page or line at a time, and text manipulation is limited to copying a screenful of text to the editor. *ProTERM* shines in comparison with the numeric keypad 1-9 moving the user proportionally through its text and ranges of lines (rather than screens) which are the basic unit that may be copied not only to the edit buffer but also directly to a file on disk. There's even a Find command to locate a text string in the scrollback!

The edit buffer in *ProTERM* is 23K to 46K in size, while *Point-to-Point*'s is fixed at 14K no matter how much RAM you have. *Point-to-Point* has a line length fixed at 255 characters: if you want your lines shorter, you press Return at the end of each line. Once the carriage return is there, there's no way to remove it short of removing the whole line, making editing of text very awkward.

ProTERM's editor has many of *AppleWorks'* features, and even some that the latter lacks, like Cut/Copy/Paste using desktop-style commands. It allows setting tabs, margins and line length, and a preferred line length may be saved for each online system. Carriage returns may be added or removed from a selected range of text, and a slick "reply format" command adds the ">" character before each line in preparation for returning part of a sender's message.

Both *Point-to-Point* and *ProTERM* 3.0 can load text and AppleWorks files, but *Point-to-Point* saves only as text. *ProTERM* 3.0 can load files of any filetype. *Point-to-Point* can load any file as well, if its filetype is first changed to text. But both editors are inclined to crash when a non-text file is loaded, or when the text is manipulated. This was the only way I was able to make *ProTERM* 3.0 crash.

Full Find & Replace are available, of course, and even control characters may be displayed and sought. Text selections are performed in a number of ways that complement each other well, using the mouse and the keyboard. One of the most useful is the "anchor point" feature: select a starting point and an ending point, et voilà!

Printing? *ProTERM* supports many more print formatting features than does *Point-to-Point*, and even includes a Print Preview menu command that shows what the output will look like. "Dot Commands," a subset of the WPL found in AppleWriter, allow some formatting commands to be sent "on the fly." This permits hanging paragraphs, changes in text justification, underlining, boldfacing, paging, headers, and more.

Two Editorial Annoyances

The editor treats command-right-arrow much the same as does *AppleWorks* and *Point-to-Point*, but when the cursor is at the last word of a line, it jumps to the start of the next word (which may be several blank lines down the screen) when it should go a space beyond the current word.

Switch for a second to terminal mode when you're editing. (Maybe you want to check something in the scrollback buffer.) When you return to the editor, you've lost your place, because the cursor jumps to the end of the buffer. This makes sense if you were wanting to append text from the scrollback, but it makes *ProTERM* 3.0 annoying to use for any ambitious text-editing.

Nutshell Time

Both packages include the ability to completely automate an online session, from connection to signoff. *Point-to-Point*'s scripting is more English-like, but both are full-featured. *ProTERM* 3.0 excels over *Point-to-Point* when it comes to variations in file transfer modes, terminal emulations, and ways to customize "answer mode." Oodles of modems and printers are supported.

As for neat extras, *ProTERM* has many, including choice of "beep" or "siren" to advise when an operation

is complete, onscreen display of how much money your GEnie or CompuServe session has cost, and an on-disk summary of online sessions. *ProTERM* even includes a built-in screen blanker, plus a slick way to disable that feature when it isn't wanted.

The Bottom Paragraphs

Both programs work well, but only once have I seen *ProTERM* crash. Discussion on the club's BBS is about switching its software again, to another Mac BBS system named First Choice. Apple II users would still be limited to the "Command Line Interface" that we find quite adequate, but Mac users detest. It would be nice to see InSync take the next step of converting *ProTERM* 3.0 to a full desktop-based system for us GS users, while retaining support for the 8-bit version. In the meantime for graphics-based GS telecomm, we do have *AppleWorks GS*, *ANSITerm* and the ShareWare *SnowTerm* and *MegaTerm*, all of which seem to leave something to be desired. In the works is Seven Hills' Spectrum, not expected for a few months.

There is a complexity to *ProTERM* 3.0's multiple options and suboptions that may frighten off many neophytes, but the default selections suffice in most cases, and the golden rule of computer software states, "Giving the user a choice is always better."

Point-to-Point remains an excellent program. It was sad to see Beagle sell *Point-to-Point*'s rights to Quality Computers recently (along with its entire Apple II line) but the latter company has a solid reputation, and there's always the chance that Quality will consider releasing an upgrade, like the one they have just announced for *Platinum Paint*. I'll leave *Point-to-Point* on my hard drive for now, since I do have the luxury of a 200MB drive. I'll possibly even use it from time to time. In the meantime, *ProTERM* 3.0 has become my communications program of choice.

[This article first appeared in the October 1992 issue of Apples BC News. It may be reprinted provided that it and this notice remain intact. It is requested that a copy of any publication containing the article be mailed to Apples BC Computer Society, Box 80569, Burnaby BC, Canada, V5H 3X9.]

Name: *ProTERM* 3.0

Hardware Requirements: an Apple IIc, IIc+, GS, or enhanced IIe with 128K RAM.

Publisher: InSync Software

Price: $79.95 from Quality Computers, 1-800-777-3642.

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Big Text Machine 2.0

by Sandy Kowalczuk
and Emily Legum

Big Text Machine is a new product for the Apple II line of computers. (Apple lovers give a round of applause here for those developers who realize there are still a lot of us out there who are looking for something new). It will run on any Apple or Apple compatible–including the Mac LC with IIe card–with at least 64K of RAM. It is a package to be enjoyed as much for the highly informative manual, the charming children's stories, and the interesting articles on computer use included with it as it is for its main purpose which is displaying any text (ASCII) file in a large easily readable font. The fonts are available in a variety of styles and colors and text can be displayed at a user determined rate of speed. See Figure 1 for a sample of the text.

One example of the interesting details in the manual is Appendix N which lists sources that describe how typography can influence reading ease. The ability to display text in a large font makes *Big Text Machine* an excellent choice for the visually impaired and for beginning readers. Some features that we liked from a learning perspective were:

1. The way the text appeared from left to right, rather than a whole page appearing at once. This helps with training eyes to track appropriately when reading.
2. The optional feature of displaying the text with lines below it, as children see it on their papers at school. This is another aid to following from left to right.
3. Being able to adjust the speed of display. Pressing the numbers 1 to 9 controls the rate at which letters appear. This makes it possible to encourage faster reading as a student's skills develop.
4. Being able to display the child's own work. Familiarity with the content would support reading; and pride in exhibiting their own work would encourage writing.
5. The opportunity for teachers to create their own passages with controlled vocabulary to work on those words a student most needs to practice.

Although it may be wishing too much, it would be nice if an addition could be made to the program that would test the comprehension of passages read. Now, it is possible for questions to be displayed on the screen as an integrated part of the text file that the teacher created, but there is no provision for direct input by the user. Other nice additions would include the possibility of stopping the text at any point in the display rather than at the end of a page or the ability to go back to a previous page to read a passage that may not have been fully understood the first time. A simple press of the Escape key makes it possible to leave a file and return to the menu at any time. This is a nice feature. If you want to reread a passage, it seems to be the only way to do so.

Figure 2 shows the main menu choices. They are fairly self-explanatory. Printing is available to the ImageWriter or ImageWriter II. The Other Activities include choosing the color of the text displayed and the color of the background on which it appears, whether a joystick or the keyboard is used for input, the printer you'll be using, the font used, whether the text is all uppercase or normal, lines under the text or not, whether the display is continuous or waits for a signal to go on at the end of a page (pressing Return or the button on the joystick moves on to the next page when it is not continuously displayed), the length of the pause at the end of a page if it is set to run continuously, the rate at which the cursor blinks and text displays, and when you're done experimenting, a chance to reset to the default values. One other advanced feature is fast file formatting which does all the text wrapping calcula-

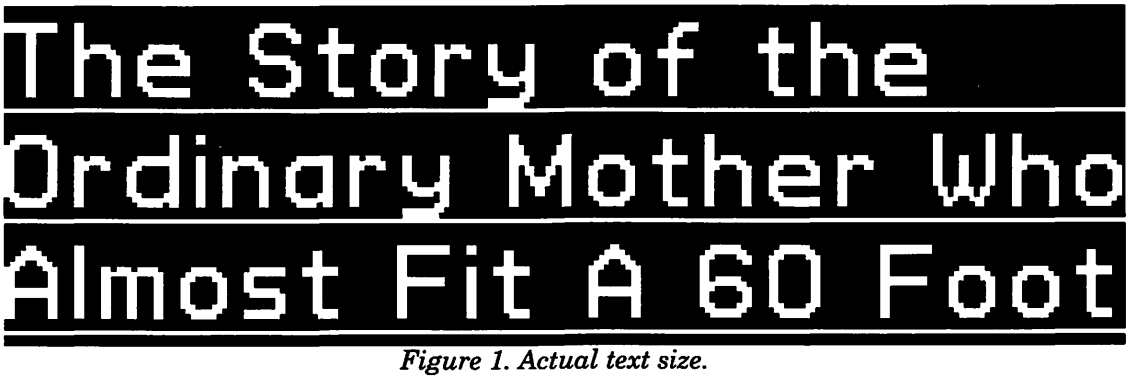


Figure 1. Actual text size.

tions for a file before it is displayed and saves it in a fast-file format so that display is smoother and faster. The manual does a good job of walking you through this procedure. Although I did find that you need two disk drives for it to work.

Another nice feature is that four foreign language fonts are available: French, Spanish, Italian and German. Special characters are entered in your original text file and interpreted as the necessary accented letters. Lists of French vocabulary words are included to demonstrate the capabilities of the program. It would have been nice to have had some for the other languages as well.

The package includes the program disk for *Big Text Machine*, an automatic display version of the program, and a double-sided Sample Files disk.

Anyone who reads the WAP Journal and Enhance, Quality Computer's free computer newsletter will recognize some of the advice filled articles that Phil Shapiro has written on telecommunications and educational activities using the computer. Other files include a Sherlock Holmes adventure, a historical account of the Wright brothers first flight, several that demonstrate uses teachers might make, i.e., giving a description of a mysterious object and having students guess from the description what it might be or providing interesting facts about different occupations. I enjoyed most the modern tales for children such as the one which carries a gentle message against consumerism, another on creative uses for a 60 foot crane, one on the importance of cooperation and not jumping to conclusions, and a tale of a little bat that learns not to be afraid of the light. There are 35 sample files in all.

The automatic display version could be useful for anyone who needs to display an electronic message repeatedly. It automatically presents the file over and over until you turn off the computer. It will present any text file that can be saved to disk. As part of the computer table for our school Open House this fall, I plan to use the automatic presentation to display the fourth grade poetry written in computer classes last year.

Big Text Machine is very effective in meeting its defined goals. There are a few minor details that could enhance the package. The authors are working on version 3.0 and perhaps these could be addressed in the revision. A couple of the files provided could benefit from a spell checker–a minor but important point when considering its educational use–and a couple of places in the manual could have been written more clearly. Most of the manual however is written so well that even a computer novice could use it successfully.

There are several appendices which explain the ins and outs of *ProDOS*, how to load the existing text files into various versions of *AppleWorks*, copying files from one disk size to another, transferring text from other computer formats to Apple II Format, resources for getting students enthusiastic about writing, advice on monitors to use with *Big Text Machine* and where you can get them, resources for learning about *AppleWorks* and Sources of computer supplies. There is also sprinkled throughout the manual advice on such things as using *Big Text Machine* with *FrEdWriter* (the popular FreeWare Apple II word processor), printing to disk from *AppleWorks* to create text files, merging text files with *AppleWorks* and encouragements to use telecommunications.

One last feature that should not go unmentioned is the Secret Widget Font. This is a code in which graphics represent letters of the alphabet. This can be used to challenge students to discover a hidden message. It is so secret that it is hidden from users unless they rename the font from Widget to F.Widget. This is a wise precaution as accidentally setting all

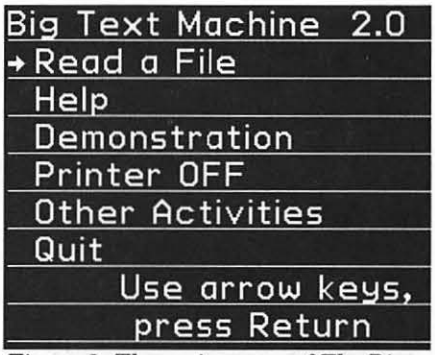


Figure 2. The main menu of The Big Text Machine 2.0.

the information on the screen to this format could make it difficult for inexperienced users to find their way through the menus and might make it impossible for them to use the program. Of course this is all explained in the manual.

The program is not copy protected, and users are encouraged to make backup copies of the disks prior to use. The program is very reasonably priced at $35 including postage, $75 for Lab packs, and through February 28, 1993, school site licenses are only $65 regardless of the number of computers being used at the school. Low–income school districts may even apply to the company for grants to cover these modest costs.

[Sandy Kowalczuk is the Computer Coordinator at The Key School in Annapolis and Emily Legum is the Learning Specialist.]

Name: *The Big Text Machine 2.0*
Publisher: Balloons Software
5201 Chevy Chase Parkway NW
Washington, DC 20015–1747

Phone: 202–244–2223
GEnie: P.Shapiro1
America Online: pshapiro
Internet: pshapiro@pro–novapple.cts.com

"Program by Bernie Benson."

Individual Price: $35.00
Lab Packs: $75.00
School Site Licenses: $65.00

On the Trail of the Apple III: Holiday Cheer

by David Ottalini
Apple III SIG Co-Chairman

Boy do I love to get *these* kind of letters–especially with the holidays upon us! You know. The kind that tell us what a great job we're doing. It reflects not only on your humble III SIG but also the club as a whole. My thanks to Jim Jennis of Winchester, Virginia who wrote in early October that:

"I must say that since joining Apple Pi, and communicating with yourself as well as others in the organization, I have been overwhelmed by the kindness and support shown by everyone. I never expected the kind of response that I have seen. Owning an Apple computer and belonging to Apple Pi has been more like having an extended family than just being a member of an organization!"

We enjoy hearing from any and all about what we're trying to do or what you think we should be doing. I am very open to your comments so please don't be shy.

Apple III Systems

Ever wondered how other IIIers put their systems together? We've heard a lot from our good friend Paul Campbell in Detroit about his system (and seen it as well at SIG meetings). And I've told you a bit about mine–which includes a 512K III+, 800K disk drive, three 5.25" drives and a lowly 5MB Profile.

Recently, C.M.Davidson, a longtime IIIer in Canada sent me a disk of information about his SARA and what he had attached to it. I thought you'd enjoy hearing how he's configured his Apple III:

My equipment includes an Apple III 256K, with two external Disk III's and Corvus Hard Drive (20 MB, subdivided into 1 MB device .C1 as system controller, and two approximately 10 MB devices .C5 and .C6, each accessed by a separate Catalyst Boot Disk, but capable, when running, of accessing the other (e.g., my *3EZP*, *AppleWriter*, *VisiCalc* and *Customfont* systems are on .C6, but all my EZP, *AppleWriter*, *VisiCalc* files and fonts are on .C5).

The contents of .C1 (file Catalist.C1) may be of interest. All my SOS files (KERNEL, INTERP and DRIVER) for my .C6 Catalyst bootup reside there; my Boot disk contains only the Block 0 code and VCSWAPPATH.DIF for *VisiCalc* (There must be some way to make *VisiCalc* look to my hard disk for that file, but it still eludes me). This makes for a reasonably fast (18 sec.) Bootup. All this is made possible by a modified sos.kernel which Scott Stinson prepared for me.

Installed peripheral cards are: UPIC and Corvus. I have a CP/M card, but I took it out (no obvious use for it). I also have an Apple IIe Mouse half-card, but my system refuses to boot when it is installed (some voltages drop too low at boot-up, I think). The system supports a 2400 baud Modem and a Panasonic KX-P1091i dot matrix printer.

One of the interesting things I learned about just by looking at the files he sent concerned a great way to set up a III EZ Pieces Data Base file (and which, of course, applies to *AppleWorks* or other data base programs as well). If you have always wished there was an easy way to pull a catalog or even a document into a DB program for faster sorting, all you have to do is make a new data base from a text (ASCII) file with just one field. Each line of your text will be loaded and then you can do Finds or Sorts as you wish.

Mr. Davidson did that with the directory of his hard disk. First he used Power Cat III (3UTL-15) to create a complete catalog. It was saved as an ASCII text file, then pulled into 3EZ Pieces as a data base. You can do a little cleaning up as desired, but this method gives you a quick and easy way to create databases of long lists of information.

How is your system configured? We'd love to hear more in the form of an article. Or do you have any tips or ideas you've tried and found to be successful on your III? Write them down and send them to me care of the office and we'll share the wealth!

Another Orphan

I had to laugh–my company got me a Macintosh Powerbook 170 to use and I received it just three days after Apple announced it had been discontinued. My Mac will find itself in good company in 1993!

PD Rumblings

I'm once again soliciting any and all contributions for two more disks

I'd like to put together. The first will be our third disk full of favorite Apple Pi recipes. Read that Pi now and not necessarily pie! I would be happy to take a few pie recipes too, but lets see what other culinary contributions anyone might care to provide. Yes, you Apple II and even Mac types are welcome to throw a recipe my way if you like. All those contributing will get a copy of the final disk (Mac folks–I'll put it on a 3.5 disk for you).

The second will be to showcase your art work, scanned graphics, or whatever. My only request is that you please keep it clean (the III SIG is heavy into Family Values...). Yes, I can take not only Apple III FOTOFILE but Apple 2 Hires or Double Hires binary files or GIF files. Again, all contributions will get a complete disk in return, so please feel free to send me your finest creations!

Meeting Q

Our next meeting will be in February–I'll have a date locked down by the next Journal and will post it on the TCS as soon as I know. Please plan to attend!

Communications Manager

On Three's Com Manager can currently handle modems of up to 9600 baud. But can it be upgraded for the new 14.4 models? Dave Jernigan reports sadly:

The Communications Manager cannot be upgraded to accept the faster modems. [There are apparently] machine limitations that would be very difficult or impossible to work around.

Report From Boston

In early October, Seth Mize reported on the TCS about his trip to Boston with other WAP members to the Apple Expo East. Although Seth was unable to set up his III at the WAP booth due to space limitations, he said: I did talk with Tony Diaz from Alltech Electronics, and he confirmed that he was thinking about redesigning the III + IIe card.

That spurred me to call Tony in late October about this project–which is still in its formative stages. Basically, what he wants to do is turn the two-card III+IIe into a one card system. It's something he thinks is possible. The reason for doing it? Alltech has a number of III's just sitting around and the company would like to make them more salable. And they've been getting calls from people asking about ways to get more out of their III.

Giving the III an enhanced IIe capability would enable Alltech to sell an entire system for about $300.00. The new card itself would sell for about $100.00 (vs. $299 or so for the Titan cards).

One of the things the current Titan cards cannot do is use mousetext characters, something Tony thinks can be figured out. He is also interested to see if the new card could make use of the Apple III's memory–something the Titan cards can't do. This is not really a project designed to make money (they'd be pleased to sell 100) but rather to provide some new life to our SARA's (and in the process get their III's out the door!).

This is definitely a project we should support (your III SIG is already doing that). But it's got a long way to go. Best thing you can do right now is write or call them with encouragement. Alltech's address is 602 Garrison St., Oceanside, CA 92054. Phone number is 619-721-7733. Fax is 619-721-2823. Alltech, by the way, sells Apple family peripherals and their ad says "we do repairs on most Apple equipment." They also buy unwanted and surplus items.

Benchmarks

Paul Campbell reports: I was doing some testing this week and thought I would do a time test that pitted the new Disk-Directory-File Fixer III against Norton Utilities. Norton's program was run on an IBM PS/2 Model 50 and took 1 minute, 42 seconds to check 1000 files. DDFF3 running on an Apple III was done in 1 minute, 10 seconds for 1000 files.

And on CompuServe recently, III SIGer John Lomartire added his comments about On Three's newest programs:

I would like to join the others in bringing Bob Consorti's two new products to your attention.

The first, DDFF3, is just great. I thought my Profiles were in good shape, but this test showed that there were some errors in the file structure, identified them, and corrected them! This has got to be a major addition to anyone with a III. Although it has obvious merit, if you have a Profile, it will also check other disk types and your directory integrity.

The second, *GoBack*, is a much better backup program than *BACKUP III*. In one of my test runs which involved backing up a 38 file database, the backup went smoothly. On restoration, I got a message that one file could not be restored (probably due to something I had done) but all the other 37 files were restored perfectly! Going back and picking up that one file and restoring it gave me a good working set of all 38 files. *BACKUP III* could never have handled this situation. It would have aborted the run and you never would have been able to get any of the good files transferred.

I know there are some III users out there and I urge you to jump at this opportunity to pick up some really excellent software that may save you a peck of trouble some time in the future.

[Dave's Comment]–In order for the III community to continue getting quality programs like *GoBack* and *DDFF3*, we must all be willing to support On Three. Bob Consorti is the only Apple III programmer left and he is getting closer to the feeling

that the III community does not care about the time and effort he has been spending on new products for our SARA.

Sounds like an old record, doesn't it? But during this holiday season, I ask you to treat yourself and buy at least one product from On Three (specifically–but I urge you to support Sun Remarketing as well). As an incentive, the club will provide anyone buying either DDFF3 or *GoBack* or both with 5 PD disks (of our choice). Just send me a copy of the cover of either program (5 disks per person). That translates to a total savings of $10.00. I really feel strongly about this, since I hope to work with Bob on some additional projects for all of us. But we need every III SIG member's support to show Bob that his efforts are appreciated. Call 1-805-822-8580 for ordering information. 'Nuff said.

[Paul Campbell's Comment]–We need to get together ideas and do some mailings and PR work. The problem with Bob's approach is that he contacts the people that already know about his products. There has been nothing that I know of in the way of advertising outside of the former method, and there are thousands of Apple III users who just don't know.... I run into them all the time. I showed one of Bob's catalogs to a user who got her III only two years ago, and she was like a kid in a candy shop. Most other IIIers just get discouraged by lack of new products and give up. No, SARA is not a nitrogen-cooled 32 MB $15,000 486DL, but she does her job and does it well, and after spending two days transferring IBM files, I'm convinced that neither DOS nor Windows can touch her file handling capability. If we need to do a mass mailing on old numbers, fine. My SARA now has a dedicated Laser printer, so all the labels and correspondence can be done here. If the amount is not outrageous, I'll foot the postage.

Macs, Apple III's and ImageWriters

Dan Wepking recently asked about connecting Macs and Apple III's to his ImageWriter. Here's what Ed Gooding, of III's Company BBS suggested:

If you have an ImageWriter on your Mac, then you can share it with your III, via an ABC switch box, if you like. The ImageWriter first came out for the III, and is the default printer in most III software. Contact Sun Remarketing at 800-821-3221 and ask for a catalog. They support the III and older Macs.

TCS Musings

The Apple III board on the WAP TCS continues its active ways. If you haven't joined us, you can get a really good deal on a 1200 baud modem through the club, including Apple III software so there really aren't any excuses anymore!

Of note lately from Paul Campbell–It has been posted by a non-III user that there has been a marked increase in III questions on the National Apple Echo. Anyone know their number? To help Bob Consorti, I might bump up the price on the Profiles I sell a little and bundle *GoBack* with them. It'll kill any financial profit, but it would be worth it.

I mentioned this to Bob Consorti–and hopefully something can be worked out. On another front, the famous team of Dave and Joan Jernigan have been waving their magic wand around the country and are finding that "there are still lots of users out there."

The Jernigans are going to start keeping folks interested in the III on the Internet telecommunications system up-to-date about our SARA–and could use any help you could provide. Contact them at (703)-822-5137 before 9pm. This could also be a potential goldmine of new members for us.

Dave also reports a goldmine of another sort–James Smith (friend of the guy we bought the III's from) works for a computer store in/near Milwaukee that just changed hands. The place is/was called Apples (Apple Program and Library Exchange for Students and they have lots of stuff for us:

Several Profiles Image Writer I's, approximately ten, Yes, ten Monitor III's and approximately eight III's . Lots of software–some still shrink-wrapped. The same place has two more stores/warehouses with unknown goodies. Anyone interested in a trip? I'll call to let them know we 're coming and to tell them not to throw any of it away. We may be able to get an inventory list and help set fair prices. I wonder if some of this stuff is still new?

Dave and Joan have also received a shipment of Apple III software from Iowa State and tons of manuals, etc. If you need anything before our next meeting–please give them a call. It appears there might also be some hardware available from Iowa State as well–stay tuned!

Finally

Whew! Some column to close out our 1992 year. I can't thank all of you enough for your continued support and help. It would really not be worth the effort if I didn't have all you folks out there. We've made some really great new friends in 1992 and continued friendships with old ones. Please make an effort to come to a SIG meeting, write an article, or throw your name into the Hotline basket. Resolve in 1993 to get a little more involved and everyone will benefit. May your holidays be happy and your new year prosperous.

Apple III PD Library

by Dave Ottalini, WAP III SIG

We're back on track with a great Holiday lineup of PD disks for you to consider! How about a *3EZ Pieces/AppleWorks* Video Catalog Data Base–it's already got a lot of movies listed. Add your favorites as you like.

Omnis 3 was one of the best Apple III databases ever produced. We don't have the program itself to offer (yet!) but we do have a disk full of helpful tips, reviews and articles you'll find very useful.

Dr. Al Bloom adds his LISTIT program–which provides formatted listings of Pascal programs. And then there are two new telecommunications programs–hpTerm and Access 3270 (by request of Paul Campbell). As always, I've enhanced these disks to make them as useful as possible–despite the lack of manuals.

Epson Screen Printer gives Epson and compatable printer users a great deal of flexibility while printing graphics or text. You can, for example, print text sideways if you like. Instructions are provided on disk.

Finally, *Directrans* by DROB protects the root directory of your hardisk while *Disk Speed* checks the speed of your internal drive. Information for both programs also provided on disk.

In light of our Macintosh friends great offer, I too have chosen 25 of our best Apple III disks that you can have through the month of December for just $25.00. Happy Holidays–and Happy New Year!!

Video Catalog: Disk 1(3AWZ-10) **Description:** Video catalog of movies that you may find useful.Each record includes categories for Title, Star, Director, Category, Year, Store, Stars and Code. **Side One:** A-G; H-K. **Side Two:** L-P. **Subject:** 3EZP/AW Templates. **Bootable?:** No

Video Catalog:Disk 2(3AWZ-11) **Description:** Video catalog of movies that you may find useful. Each record includes categories for Title, Star, Director, Category, Year, Store, Stars and Code. **Side One:** Q-T Side Two: U-Z. **Subject:** 3EZP/AW Templates. **Bootable?:** No

Omnis 3 Technotes Plus!(3INF-36) **Description:** Omnis 3 is a data base program originally offered by Blyth Systems. It was later sold by DA Datasystems. This disk does NOT contain the program, but rather a set of tech notes released by DA Datasystems for Omnis. We've added a bibliography of all known articles about Omnis for the III as well as some reviews and informational articles. On Side One: Omnis.Review1: Review from TauTales Omnis.Review2: The Omnis Man, Michael Reilly writes about Omnis 3. Omnis.Man : From The Three Magazine, a short article about Reilly. Omnis.BIB : 3EZ Pieces/AppleWorks Data Base of Omnis Articles. Omnis.DB.Ascii: Text version of Omnis.DB Omnis.Review3: On Three article on Omnis 3 by Earl Brelje. On Side Two: ReadMe.First : Introducing Omnis 3 for the Apple III Omnis.Tech.1 : Pathname Lengths and Hard Disk Directories Omnis.Tech.2 : Mass Change Omnis.Tech.3 : Paging Through Multiple Sceens (Entry Formats) Omnis.Tech.4 : Screen Dump Command Omnis.Tech.5 : A note on formulas Omnis.Tech.6 : Testing Search and Mass Change Formats Omnis.Tech.7 : A good first use for menus Omnis.Tech.8 : Inserting Lines and Characters Omnis.Tech.9 : Using Omnis with Catalyst Omnis.Tech.10 : Omnis Disk Utilities Omnis.Tech.11 : Backing Up Omnis Data Files Omnis.Tech.12 : Omnis-3EZ Pieces (AppleWorks) Interfacing Omnis.Tech.13 : Imbedding Printer Control Characters in Reports. **Subject:** Information. **Bootable?:** Yes.

LISTIT By Bloom (3UTL-42) **Description:** LISTIT prints formatted listings of Pascal programs or other text files. LISTIT prints an identifying title on each page, provides margin and line length control, and optionally prints line sequence numbers. The listing may be printed a page at a time or continuously. Additionally, LISTIT can print selected pages. **Subject:** Utilities. **Bootable?:** Yes.

hpTerm III (3TEL-10)Description: hpTerm III is an emulation of the HP (Hewlett Packard) HP262x terminal. Information about the program is on side one. The program, written in Pascal, is on side two. Any additional information about this program would be welcome. **Subject:** Telecom. **Bootable?:** Yes.

Access 3270 (3TEL-11) **Description:** Access 3270 is an Access III-like program that allows the Apple III to access any computer that supports IBM 3270 communications. Emulates operation on an IBM 3270 keyboard and provides reconfiguration options. **Subject:** Telecom. **Bootable?:** Yes. **On Side One:** The.Menus : All the menus you'll find while using the program. ReadMe : Disk description and information. Review : Review/Tutorial on using the program by Weber Baker. **On Side Two:** Access 3270 Program. Self-Booting and copyable. It can be placed on a hard disk and used under Selector or Catalyst.

Epson Screen Printer (3UTL-46) **Description:** Epson Screen Printer allows the printing of Apple III text and graphics screens in several different modes. Usable under Basic or Pascal, it is easy to use and will work with any Epson or Epson-compatable printer.. **On Side One:** Manual : How to use the Epson Screen Printer ReadMe : Information about this disk Epson.Printers: An AppleWorks/3EZP DB bibliography on Epson Printers. **On Side Two:** Self-booting Espson Screen Printer Program. **Subject:** Utilities. **Bootable?:** Yes.

Directrans By DROB/Disk Speed Test. 3UTL-47)**Description:** Directrans will protect the root directory of your hard disk. Loss or unreadability of same for any reason is a major catastrophe as it renders the entire disk useless. Directrans by DROB transfers the root directory blocks of the hard disc to another location (on a floppy disk). If needed, these blocks can then be transfered to the proper location on the hard disk, restoring the root directory. **Subject:** Utilities. **Bootable?:** Yes. **On Side Two:** Disk Speed Test is a DOS 3.3 program that is self-booting and will automatically check the speed of your internal disk drive. There is a small potentiometer on the small circuit card at the back of the drive that can be turned to adjust the speed so it is within tolerances. Copyable with System Utilities but not listable on the III (use Copy II+).

Macintosh Disk Library: New Disks–Phase Three

by Dave Weikert

There are 16 more disks this month; all are the result of the Mac Disketeria Reorganization. We also revised Mac Disk #00.01, the Mac Files List. Descriptions of the files on the new and revised disks are included below.

Holiday Special

Our Mac and Apple Disketerias are celebrating the holiday season with very special prices on disks during December. Any order for five or more disks will cost only $2.50 each for 3 1/2 inch disks (Mac, Apple IIGS) and $1.50 each for 5 1/4 inch disks (Apple II/III). Take advantage of this offer to order any games, fonts, sounds or other great disks that you covet. We also have a special on our ten disk Best of the Pi series; $25.00 for a 10 disk set with over 17 MB of popular programs. Give any of these disks to yourself or let someone give them to you as a holiday present. Just think, no fighting the crowd and no post-holiday returns. The disks will be available at the December Garage Sale and at the office. You may also order by mail; the customary shipping and handling fee of $1.00 per disk with a $5.00 maximum applies.

PostScript Fonts

The name of this series has been changed from LaserWriter Fonts to PostScript Fonts. When the fonts were first issued, the Apple LaserWriter was the only PostScript printer in widespread use. Now, there is a wide spectrum of PostScript printers and image-setters available.

After the Disketeria reorganization, Disk series 6.XX now extends through Mac Disk #6.16A. The first 14 disks include files previously issued. Mac Disks #6.15A and #16.16A include new and revised files as of October 1992. Descriptions of the new files are included below.

All of the fonts in this collection except one are provided in the Adobe Type 1 format instead of the mix of Type 1 and Type 3 formats in the previous collection. Type 1 PostScript language outline fonts are interpreted by Adobe Type Manager (ATM) and smoothly reproduced on your screen and on the printed page regardless of size. ATM also enables inexpensive printers to print PostScript language fonts that appear crisp and smooth.

Type 3 fonts previously in this series will be included in an Archive library after we complete the library reorganization. Type 3 fonts can be smoothly printed on a PostScript printer but can't be rendered on the screen. You must have the same size screen font (bitmapped) for screen display without the jaggies.

We used Compactor Pro to compress most font folders that were 100 KB or larger. This permitted us to include many more fonts on each disk than in the previous collection. These compressed files (archives) are denoted by an application icon and the file name has a ".sea" appended to it; for example, Animal Dingbats PS *f*.sea. Each of the archives is self-extracting; just move the archive to your hard disk or to a blank floppy disk and double click to expand it. When expanded, the contents of each archive will appear within a folder.

ShareWare Author's Lament

David Rakowski, a Professor in the Music Department at Columbia University, is a prolific font author. Forty eight percent of the fonts in our collection (78 of 164) are from David's whimsical Insect Bytes Software. Some of these fonts are free and some are ShareWare. The ShareWare proceeds go directly to Columbia University Music Department to support performances of student compositions. However, David is no longer going to release any ShareWare fonts due to the poor return from Macintosh users and rampant piracy in Europe. David interviewed himself and included the interview in the program notes for Lintsec (Mac Disk # 6.16A); it is reprinted here in its entirety.

The Lintsec is yet another brilliant font released to the general public by the real people at the fictional entity Insect Bytes, where we recently ran into David Rakowski interviewing himself. Let's listen.....

DAVID: So why did you call the font 'Lintsec'?

DAVID: Being me, you should know the answer already.

DAVID: Humor me, Dave.

DAVID: Don't call me 'Dave.'

DAVID: Humor me, Davy.

DAVID: The name 'Lintsec' is an anagram of the word 'Stencil,' which for all I know is a trademarked name. And by the way, I worked on it a long time in order for the characters to be represented by as few points as possible.

DAVID: Thundering applause. So I notice you haven't released too many fonts onto ShareWare outlets recently.

DAVID: That's right, Dave.

DAVID: Don't call me 'Dave.'

DAVID: No, YOU don't call me 'Dave.'

DAVID: So, you haven't released too many fonts recently.

DAVID: Just call me 'Davy.'

DAVID: So, you haven't released too many fonts onto bulletin boards, etcetera, recently.

DAVID: That's right. I'm still making plenty of fonts as a relaxation–even as a sedative–and being far more careful with them than I used to be. But I'm holding onto them, because a little while ago I noticed many of my fonts being sold commercially by scumbags who claim they did all the work. Their fonts even have the same quirky names as my fonts! Plus, a lot of people have been calling me at home–a cardinal sin in my book–either asking me to do custom fonts for them, help with ATM, asking me to send them special versions of fonts **for free**, etc. etc. etc. And a lot of people have called asking for permission to include my fonts on disk for their stupid books, acting as if they were doing me a big favor.

DAVID: You sound embittered.

DAVID: "Embittered"??? What, did you go to college, or what?

DAVID: Well, yes, we both did. Are you bitter?

DAVID: No, no, no. The fonts have made some money for my pet charity, the Columbia University Composers. And by the way, the vast majority of ShareWare payers have been PC users–hardly any at all have come from Macintosh users.

DAVID: Well, there are just so many more PC's.....

DAVID: True. But Mac users have had scaleable fonts for so long that they seem to think of them as their birthright; PC users are far more grateful for cool outline fonts.

DAVID: That's a pretty stupid and trivial stereotype.

DAVID: What can I say? I'm stupid and trivial.

DAVID: Well, at least you've provided ShareWare users with over 90 far out and unusual fonts. Grateful ShareWare users must be heaping awards on you left and right.

DAVID: Nope. None. Nada. Zilch.

DAVID: Embittered?

DAVID: Let's get the interview going again.

DAVID: Okay, okay. Why a stencil font?

DAVID: Well, I noticed a lot of people "desperately looking for" ShareWare Stencil fonts on America Online and Compuserve. I couldn't help but marvel at these peoples' lack of taste and/or class. So I figured if I made a pretty good stencil font and made it free for commercial and noncommercial distribution, then the market would be glutted, the font would be overused, everyone would get bored with it, and eventually I'd never have to look at another stupid stencil font again.

DAVID: So you are in essence trying to flood the stencil font market by dumping a free font into it, much as the Japanese did with memory chips in the late 1980s?

DAVID: Your analogy is faulty, but you're cute nonetheless.

DAVID: I know.

DAVID: Meanwhile, by the way, I've improved on my other fonts and added international characters and licensed them; they should be available commercially around October 1992.

DAVID: Why would anyone else want to know that?

DAVID: I can't say.

DAVID: So what fonts from you can ShareWare users look forward to in the future?

DAVID: None.

DAVID: None?

DAVID: None.

DAVID: Why?

DAVID: Scumbags are stealing them is why. Plus other scumbags are converting them, without my permission, for Amiga and NExt and other computers and distributing them like baseball cards everywhere, without any ReadMes or acknowledgment of the font author.

DAVID: Embittered?

DAVID: Don't you know any other words?

DAVID: I have a perfectly fine vocabulary. I even know what "slake" means.

DAVID: What were we talking about again?

DAVID: Why are you not making your fonts ShareWare anymore?

DAVID: Commercial vendors is why. Columbia Composers can make

better money if everyone who uses them pays for them instead of one-thirtieth of one percent of the people who have them.

DAVID: Is the percentage really that low?

DAVID: I don't know. I made that number up.

DAVID: So you don't know what you're talking about, really.

DAVID: I guess you could say that.....

Folks, it's time to ante up. We can't let the I*M PC users show us up. Take the high moral ground and send Columbia University Music Department the ShareWare fees David has requested; the fees are tax deductible. Please honor other authors' requests for ShareWare fees if you decide to add ShareWare programs to your software library. ShareWare is an valuable distribution channel for low cost software and it is important to encourage authors to use this channel by paying them for their efforts.

Disk #00.01 — C 1
The Mac File List

Files.txt, By Dave Weikert. A delimited text file of all of the files included in our Mac Disketeria. It includes File Name, File Size, File Type, File Creator, Creation Date, Revision Date, and Folder and Disk Names. You should be able to import this list into your favorite database for sorting, selection and printing. You could also import the list into any word processor that accepts large text files.

Disk #6.01A — PS 1
PostScript Fonts

Aarcover PS *f*: By David Rakowski. A Type 1, all caps font, plus numbers and punctuation,the characters "look like" static electricity or limp lightning. **ReadMe Aarcover Type 1™** is in text format. ***ShareWare–see terms in the program notes.***

AdineKirnberg-Script PS *f*: By David Rakowski. A German Art Nouveau script Type 1 font containing a full alphabet and most punctuation. It is a beautiful, rounded script with very striking caps and relatively small lower-case characters. It is modeled on a face called Romana. **ReadMe AdineKirnberg-Script** is in text format. ***ShareWare–$7.49 to Columbia University.***

Albatross PS *f*: By LORVAD™ (formerly Printers Devil). A text body font with a moderately short x-height. The relative point size is a bit small (i.e. 14 point is closer to what most people would consider 12 point). It contains all the regular characters and many special characters. **ReadMe-Lorvad.txt** is in text format. ***SW –$10.***

Ambrosia Cap PS *f*: : By Sam Wang. A Type 1 graceful Art Nouveau display font. The lower case letters are reduced sized duplicates of their upper case counterparts. **ReadMe** is in text format. ***Free but $5 donation cheerfully accepted.***

Andesite PS *f*: By James M. Harris. A beautiful Type 1 display typeface based on Letraset's PLAZA (formerly PLAYBOY). This font has uppercase characters, numerals, punctuation, and accent marks only. **ReadMe—Andesite** is in text format. ***ShareWare–$25.***

Animal Dingbats PS *f*.sea: By Michael Boyle. A collection of Type 1 animal dingbats, all solid black (except for the zebra). Animal Dingbats Manual is in double clickable DOCMaker format. **Font Conversion Information** is in text format. ***ShareWare–$5; $3 for the conversion to TrueType.*** .

Ann-Stone PS *f*: By David Rakowski. A drop caps woodcut Type 1 font from the late nineteenth century. Germany, to be exact. Each letter is black, surrounded by a box drawn in thin lines and curvy, curtain-like, stained glass patterns filling in the space. **ReadMe Ann-Stone** is in text format.

Appleencode PS *f*: By Adobe Systems Inc. Adobe PostScript code (apple-encode) for the apple character, (not printable by all PostScript printers/ typesetters). **apple.encode.memo.ReadMe** is in text format.

Architect 1.3 PS *f*: By Hank Gillette. A Type 1 font, Architect simulates hand printing of the type typically done by architects. It was inspired by Adobe's font Tekton™. It has a full set of letters, numbers, and punctuation, and quite a few extra characters. **Architect ReadMe** is in MacWrite format.

Arctic 2.0 PS *f*: By Sam Wang. A Type 1 brushscript font from the Dover book on Solotype fonts. It is complete with upper and lowercase letters, as well as numbers, punctuation etc. **ReadMe** is in text format. ***SW –$10.***

Ashley PS *f*: By Peter Jensen. A Type 1 font that mimics a sophisticated, probably female, print handwriting. It includes nicely rounded letterforms. **Please ReadMe–Ashley** is in TeachText format. ***ShareWare–$10.***

Author PS *f*: By FontBank, Inc. Classic cursive script in a heavy weight for headline use. A commercial Type 1 font (not SW or PD) that is offered without cost as a sample. See the **Special Offer 10/19** in text format for details on ordering the collection at a reduced price.

Beffle PS *f*: By David Rakowski. A Type 1 titling display font the author made for his wife Beth (sometimes, although rarely, known as Beffle) from the font called Fry's Ornamented, an engraved all-caps font. It contains a full alphabetic set (upper case and lower case are identical) and some punctuation (no exclamation point or question mark) and no numbers. **ReadMe Beffle** is in text format. ***ShareWare–$3 tax deductible contribution to Columbia University.***

Disk #6.02A — PS 2
PostScript Fonts

Benjamin Caps PS *f*: By David Rakowski. A Type 1 font in the Art Nouveau style; it has a wood-carved feel to it. All 26 capital letters. The tail of the capital 'Q' is amazingly long. ReadMe Benjamin Caps in text format.

Bill's Dearborn Initials PS *f*: By Bill Tchakirides and U-Design Type Foundry. A Type 1 font designed as a companion piece for Bill's Victorian Ornaments.It consists of 26 swash initials and 7 fleurons. Characters are based on Dearborn Initials from the Barnhart Brothers and Spindler spec book of 1908. Fleurons adapted from border elements in the same volume. **ReadMe** and **ReadMe Second** in text format. ***ShareWare–$10.***

Bizarro PS *f*: By David Rakowski. A display caps-only Type 1 font with bizarre (hence the name) silhouetted characters in the shape of people, animals, sprites, and various sorts of harlequins and demon like creatures. The character outlines are from an old 17th or 18th century source. **ReadMe Bizarro** is in text format.

Black Chancery PS *f*.sea: A Type 1 font that has an Old World look. This one was missing any author information; can anybody out there help identify the author and ShareWare fee if any?

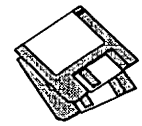
BlackForest PS *f*: By Printers Devil. A Type 1 font with an old world German feel with intricate upper case letters. It is designed without any curves. Best at larger sizes. **ReadMe!!** is in text format. ***ShareWare–$10.***

Bodidly Bold PS *f*: By Printers Devil. Type 1 font that looks great in small or large sizes. It can readily pass for Poster Bodoni at a fraction of the cost. **ReadMe!** is in text format. ***ShareWare–$10.***

CableDingbats PS *f*: By Gene Cowan. A Type 1 font tcontaining logos from popular US Cable TV and Broadcast networks including our local Washington, DC channels. Please remember that they are copyrighted by those networks. These logos are provided for your private use only. **Cable Dingbats Docs Text** is in text format. ***ShareWare–$25.***

Caraway Bold PS *f*: By Peter Jensen. A Type 1 sans-serif calligraphic face in an informal but very attractive style. This is an extensively kerned font that looks best in larger sizes. **Please ReadMe-Caraway Bold 2.0** is in TeachText format. ***ShareWare–$10.***

Carrick Caps PS *f*: By David Rakowski. A Type 1 PostScript font which contains all 26 capital let-



ters. The I and the J, however, look exactly alike. The letters are drawn in black in a Gothic style, on top of a stained-glass window kind of pattern. **ReadMe Carrick Caps** is in text format.

CartWright PS *f*: By Printers Devil. Type 1 font inspired by Adobe wood type Ponderosa font. Just the font for those old west wanted posters. **ReadMe!!** is in text format. ***ShareWare–$10.***

Classica PS *f*.sea: By Francis X. "Butch" Mahoney, Jr. A somewhat 'old fashioned,' but attractive serif font. This font was converted to Type 1 by Design To Print RoundTable on GEnie. **ReadMe, Please!** is in text format. ***ShareWare–$15 per font.***

Columbus PS *f*: By Sam Wang. An interesting Type 1 serif font that appears most useful as a display font. **ReadMe** is in text format. ***ShareWare–$5.***

Crackling Fire PS *f*: By David Rakowski. Crackling Fire is a Type 1 PostScript font. It is an all-caps font, plus period, comma, exclamation point and question mark. It looks like Dom Casual letters beginning to go up in flames. **ReadMe Crackling Fire** is in text format.

Disk #6.03A — PS 3
PostScript Fonts

DavysDingbats PS *f*.sea: By David Rakowski. A Type 1 font full of really cool pictorial characters. There are around 200 pictorial characters of varying use. Check the option keyboard for ballerina dancers in various poses, and the option-shift keyboard for some really wonderful Art Nouveau images. Experiment and have fun. You should use the font in moderation, and not use too many other downloadable fonts in conjunction with it. A whole page of DavysDingbats characters just may cause your printer to reset due to memory limitations and the page won't print. **ReadMe DavysDingbats** is in text format. ***ShareWare–donate $12 or more to Columbia University.***

DavysOtherDingbats PS *f*.sea: By David Rakowski. Another Type 1 font full of really cool pictorial characters including Calvin, Hobbes, Schroder and Snoopy and other pictures of interest. **ReadMe DavysOtherDingbats** is in text format.

Davys Ribbons PS *f*.sea: By David Rakowski. A Type 1 font that looks like a long, unfurled banner or ribbon displaying the letters. **ReadMe DavysRibbons** is in TeachText format and includes a sample picture of the font. ***ShareWare - $7.49 to Columbia University.***

DavysBigKeyCaps PS *f*.sea: By David Rakowski. A Type 1 font of characters meant to reproduce the "look" of keys on the IBM and Macintosh extended keyboards. Intended primarily to aid in software documentation. The "big" version sacrifices geometric integrity for legibility at small sizes. **ReadMe DavysBigKeyCaps** is in text format.

DavysKeyCaps PS *f*.sea: By David Rakowski. A Type 1 font of characters meant to reproduce the "look" of keys on the IBM and Macintosh extended keyboards. It is intended primarily to aid in software documentation. **ReadMe DavysKeyCaps** is in text format.

Disk #6.04A — PS 4
PostScript Fonts

Dobkin PS *f*: By David Rakowski. An Art Nouveau era script Type 1 font. It contains a full alphabetic set, numbers and punctuation. It's pretty frilly, but still readable –the caps are not as frilly. Best at sizes greater than 36 points(300-dpi printer). **ReadMe Dobkin-Script** in text format. ***ShareWare–$end tax deductible contribution (see ReadMe file) to Columbia University.***

DownWind PS *f*: By LORVAD™ (formerly Printers Devil).. A semi-psychedelic unkerned calligraphic Type 1 font. It contains upper & lower case and numbers and looks best at larger sizes. **ReadMe. LORVAD TT** is in text format. ***ShareWare–$10.***

Dragonwick PS *f*: By David Rakowski. A Type 1 hinted PostScript font. The bitmaps are in sizes 24, 36 and 48 points. Since the font is detailed, it is not recommended that you use it in a size smaller than 24 points. **ReadMe Dragonwick** is in text format.

Dubiel PS *f*.sea: By David Rakowski. These fonts are modeled on the Torino and Torino Italic fonts which are similar to a condensed Bodoni except with lighter strokes. They work well as either text or display fonts. Since the FOND resources have not been merged you must select the italic font from the font menu rather than selecting the Dubiel font and giving it an italic style. **ReadMe Dubiel fonts/PS** is in TeachText format and includes samples of the font. ***ShareWare - $14.99 to Columbia University.***

Dupuy PS *f*.sea: By David Rakowski. A Type 1 font family in three weights: Regular, Thin and Heavy. Contains a full kerned alphabet, numbers and punctuation. Upper- and lower-case letters are identical. The letters look like cartoon lettering; it most closely resembles the lettering in comics that originated in the '40's and '50's. **ReadMe Dupuy** is in text format. ***ShareWare–$5 tax deductible contribution to Columbia University.***

Edda PS *f*: By Sam Wang. A Type 1 Art Nouveau display font. The lower case is same as upper case except smaller. **ReadMe** is in text format. ***Free, but $5 donation cheerfully accepted.***

ElizAnn PS *f*: By David Rakowski. A serif display Type 1 font with thinly etched white lines drawn through the characters. Includes a full alphabet, numbers and punctuation. Use at sizes above 48 points. **ReadMe Elizabeth-Ann** is in text format.

EraserDust PS *f*: By David Rakowski. A large and detailed display Type 1 font that looks like letters written in thick chalk on a blackboard. A full alphabet, punctuation and numbers are included. Use at sizes above 48 points. **ReadMe EraserDust** is in text format.

FoxScript PS *f*: By Sam Wang. A Type 1 script font with a very bold and flowing stroke that is most appropriate for display use. **ReadMe** is in text format. ***ShareWare–$5.***

Gallaudet PS *f*.sea: By David Rakowski. The full alphabet and number keys contain graphic representations of the corresponding American Sign Language alphabet for the deaf. **ReadMe Gallaudet** is in text format. ***ShareWare–please make a substantial contribution to the charity of your choice.***

Disk #6.05A — PS 5
PostScript Fonts

FoxTrotMedium PS *f*.sea: By Tom C. Lai. An excellent quasi-sans-serif Type 1 font that has most of the 'extras' that big commercial font companies have. Primarily a display typeface, it was derived in part from the ShareWare font UpperWestSide. **FoxTrotMedium ReadMe** is in text format. ***ShareWare–$25.***

Garton PS *f*: A Type 1 semi-script serif display font with a full set of characters, numbers, punctuation, a few ligatures, and a helping of upper- and lower-case swash characters. **ReadMe Garton** is in text format. ***ShareWare - $6 to Columbia University.***

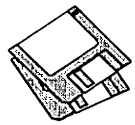
Gismonda PS *f*: By Sam Wang. An unusual Type 1 sans serif font for display use. **ReadMe** is in text format. ***ShareWare–Accolades, $$ contributions, suggestions, or complaints.***

Goudy Medieval PS *f*: By MentorFonts. A Type 1 font with an old fashioned look. This is mystery font that came without any author or ShareWare information. The AFM file included the reference to Mentor Fonts. Please give us a call if you have any additional information.

Graphic Light PS *f*.sea: By Richard Mitchell. A Type 1 font patterned after a metal type from the Baltimore Type Foundry. It has an unusual "ft" ligature and a small x-height. If you use it for blocks of text, always try it first set solid, that is, with a line spacing equal to its size, 12 on 12, for instance. The face, because of its small x-height, is very small on the body, and the lines will fly apart with too much leading. **Please Read...** and **Generic ReadMe - TrueType font** are in text format.

Green Caps PS *f*: By David Rakowski. A Type 1 font. It is in the Art Nouveau style, consisting of all the capital letters plus numbers and a period. Each letter is an outline letter on the top half, a black letter on the bottom half, so each looks like it is "half full" of ink. **ReadMe Green Caps** is in text format. ***ShareWare–donate $.99 or more to Columbia University.***

Griffin Dingbats PS *f*.sea: By David Rakowski. A Type 1 font that contains about 155 picture characters and a rather ornate Gothic drop caps font. The images range from Art Nouveau printer ornaments, Renaissance printer ornaments and woodcut



printer ornaments to smiling, walking vegetables; the drop caps letters are based on a Gothic typeface called Celebration. **ReadMe Griffin Dingbats split** is in text format. ***ShareWare–a tax deductible contribution of $12 or more.***

Handwriting PS *f*: By Sam Wang. A Type 1 script-like font that replicates handwriting. This one has some nice flourishes and a mixture of cursive and printed letters that works well. **ReadMe** in text format. ***SW –$10.***.

Harquil PS *f*: Another mystery Type 1 font; author and ShareWare fee (if any) unknown. This display font appears best suited to playbills and similar applications. Call us if you know who the author is.

Disk #6.06A — PS 6
PostScript Fonts

Harrington PS *f*: By Sam Wang. A Type 1 flamboyant Art Nouveau font that's full of curls and curves; perfect for love letters. It's complete with upper and lower case and numbers. **ReadMe** is in text format. ***Free but $5 donation cheerfully accepted.***

Harting II PS *f*.sea: By David Rakowski. A Type 1 font with a full character set that mimics a typewriter which has a ribbon that is running out of ink. (This version straightens most of the more crooked letters of the original version) The characters are monospaced, as on a typewriter, and at low resolutions (300 dpi or lower) the smaller sizes of the fonts will appear merely crooked or a little jaggy, somewhat like a mimeograph; larger sizes or greater resolutions will approach the look of a typewriter that needs a new ribbon, as well. **ReadMe Harting II** is in text format. ***ShareWare–tax deductible contribution (see formula in ReadMe file) to Columbia University.***

Headhunter PS *f*: By David Rakowski. A Type 1 font made of bones. Contains all alphabetic characters and some punctuation. There are no numbers. **ReadMe Headhunter** is in text format.

Holtzschue PS *f*: By David Rakowski. A Type 1 font derived from a 19th century Victorian source. It is a caps and numbers only font and the tops of each character are white and the bottom black, with some little stripes in between. There is no punctuation. **ReadMe Holtzschue** is in text format.

HorstCaps PS *f*: By David Rakowski. A Type 1 font in the Art Nouveau style that consists of a set of script capital letters with fairly substantial curly-Q's. Supplants an earlier version that lacked I, X and Y. **ReadMe Horst Caps** is in text format. ***ShareWare - $2.99 to Columbia University.***

Informal Oblique PS *f*: By Phil Noguchi. A Type 1 update of **Informal Oblique**, which replaces Slant Informal in public distribution. (Slant was originally designed for informal correspondence and general every-day printing.) **Docs for Informal Oblique** is in text format.

InkaBod PS *f*: By Printers Devil. A Type 1 font designed without any curves and based on the bitmapped font Nordic. **ReadMe!!** is in text format. ***ShareWare–$10.***

Inkwell PS *f*: By Sam Wang. Type 1. Lower portions of characters widened like an old fashioned inkwell. **ReadMe** in text format. ***ShareWare–$10.***

Isadora PS *f*: By Sam Wang. A very classy looking Type 1 Art Nouveau font. The upper and lower cases are the same, with numbers, etc. **ReadMe** is in text format. Please ReadMe! is in text format. ***Free but $5 donation cheerfully accepted.***

Judas PS *f*: By LORVAD™ (formerly Printers Devil). A Type 1 display font patterned on Adobe wood type Ironwood. It contains only caps, numbers, and a few special characters and seems to look best at 16 points or larger. Very interesting negative space. **ReadMe-Lorvad.txt** is in text format. ***ShareWare–$10.***

Jumble PS *f*: By David Rakowski. A Type 1 font using the author's Dubiel face but the characters are rearranged so that they make no sense when typed. The italic version slants down instead of to the right. Folks, this is a real nonsense font, just the gift to someone you would like to really bug. **ReadMe Jumble** is in text format.

Kastellar PS *f*: James M. Harris. A Type 1 (ATM-compatible) display typeface in uppercase characters only (no lowercase or numerals) created with Letraset's FontStudio. It is a very elegant open-face-styled design that until this offering, was only available in hot metal. **ReadMe!** is in text format. ***ShareWare–$20.***

Kinigstein Kaps PS *f*: By David Rakowski. A Type 1 font that consists of 23 capital letters (Q, X and Y are missing). It is drawn in a decorative Art Nouveau style such that each cap is drawn in black and looks somewhat as if it's been pressed onto a square of foil. **ReadMe Kinigstein Kaps** is in text format. ***ShareWare–donate $4.99 or more to Columbia University.***

Disk #6.07A — PS 7
PostScript Fonts

Konanur Kaps PS *f*: By David Rakowski. A Type 1 font. It consists of all 26 capital letters drawn in an Art Nouveau style such that each cap is drawn in black and surrounded with some simple, round pen strokes. ReadMe Konanur Kaps is in text format. ***ShareWare–donate $4.99 or more to Columbia University.***

Koshgarian-Light PS *f*: By David Rakowski. A Type 1 font modeled on Handel Gothic Light, the font used on Pepsi Cola cans. The full character set is available, as well as punctuation and numbers. The font is a square sans serif font, like a more rounded Eurostile. **ReadMe Koshgarian-Light** is in text format. ***ShareWare–$10 to Columbia University.***

Kramer PS *f*: By David Rakowski. A Type 1 font that consists of a full alphabet of drop caps, each of which is a white character surrounded by a box and stained glass patterns. The lower-case characters are simply the uppercase character shapes extracted from the patterns and filled in black. **ReadMe Kramer** is in text format.

Larcombe Caps PS *f*.sea: By David Rakowski. A set of three PostScript fonts that contain all 26 alphabetic characters as drop caps. Each character is drawn very ornately, consisting of a white, outlined letter held up by or in front of a muse or nymph wearing a long white dress and plenty of detail of vines and vegetation surrounding it. The bitmaps show almost no detail of the fonts: the screen versions will give no clues as to the real beauty of every single character in the font—you need to print them on a PostScript printer to see their full glory. Not recommended fro use at sizes smaller than 96 points on a 300-dpi output device because much of the exquisite detail will be lost. **ReadMe Larcombe Caps** is in text format.

LaserLondon PS *f*: By Bill Ware. This Type 1 old English style font is based on the bit-mapped London font. **LaserLondon.doc** is in text format. ***SSW –$10. or 20.***

Lassus PS *f*.sea: By David Rakowski. A Type 1 font that is modeled on the first music printing with moveable type, circa 1500 by Petrucci. Each character has a length of a five-line musical staff with a particular music symbol placed onto it. The font is not intended for serious musical notation, but is intended for quick-and-dirty, simple musical examples to be placed in a word-processed document so that going back and forth between a word processing program and a drawing or music notation program is unnecessary. **ReadMe Lassus** is in text format.

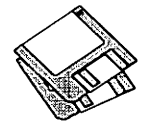
Lee Caps PS *f*: By David Rakowski. A Type 1 font that contains all 26 capital letters, numbers, and punctuation. The characters look somewhat 3-dimensional. **ReadMe Lee Caps** is in text format.

Lefty Casual PS *f*: By Ted Alspach. A script-like font that has a number of characters with a "backward" slant as if written by a left hander. Casual is another way to describe the somewhat spastic look of this font. **ReadMe!!!** is in text format.

LibbyScript 2.0 PS *f*: By Sam Wang. A very graceful brush script typeface in Type 1 format. **ReadMe** is in text format. ***ShareWare–$10.***

Disk #6.08A — PS 8
PostScript Fonts

Lemiesz & Salter PS *f*.sea: By David Rakowski. Lemiesz is a Type 1 font modeled on Publicity Gothic that looks like a very bold sans serif font with rough edges. Salter is a Type 1 font that is based on a font called Perspective which features black sans serif characters with a very long, striped shadow which goes off above and to the right of each character. They are both display fonts. **ReadMe Lemiesz&Salter** is in TeachText



format and includes samples of the fonts.

Lilith-Heavy PS *f*: By David Rakowski. A Type 1 font that is bold and semi-calligraphic with strokes that lighten on the way down, like in Lilith-Light. The x-height is quite small (about 40 percent of the caps height). You'll find a complete alphabet, numbers and punctuation in the font. **ReadMe Lilith-Heavy** is in text format. ***ShareWare–$3.01 tax deductible contribution to Columbia University.***

Lilith-Light PS *f*: By David Rakowski. A Type 1 semi-calligraphic serif font. Long vertical strokes tend to be thicker at the top than at the bottom. The x-height of the font is short. A full alphabetic set, numbers and punctuation are available in the font. It is meant to be a display font,; not recommend for printing to a 300-dpi device at sizes smaller than 18 points. **ReadMe Lilith-Light** is in text format. ***ShareWare–$3 to Columbia University.***

LiquidCrystal PS *f*: By Peter Jensen. A Type 1 font that duplicates the classic 7-segment digits that appear in a Liquid Crystal Display (LCD). **Please ReadMe–LiquidCrystal** is in TeachText format.

Logger TT PS *f*: By David Rakowski. A Type 1 font shaped like logs; there are capital letters and punctuation only. **ReadMe Logger Type 1** is in text format.

Lower East Side PS *f*: By David Rakowski. A Type 1 PostScript font modeled on an Art Deco typeface called Astur. It looks like bold, 3-D brush strokes forming the characters with deep shadows — it also tends to look like bent pieces of plywood with shadows. It is kerned, and ought to be used for display text only at sizes 72 points and larger. **ReadMe Lower East Side** is in text format.

Lower West Side PS *f*: By David Rakowski. A Type 1 PostScript font created with Fontographer 3.1. It contains a full upper- and lower-case alphabet, numbers and punctuation — no diacritics. It is based on the typeface "Shatter" and looks much like the famous signs saying things like "STRESSED OUT?" or "ARE YOUR EYES BAD??" Obviously the typeface is of limited use, except for calculated irritation. **ReadMe Lower West Side** is in text format. ***ShareWare–donate $2.49 (vot a bargain!!) to Columbia University.***

Lumparsky PS *f*: By Walter Kafton-Minkel. A Type 1 font with unusual bold forties-style hand-lettering typeface based on a partial font found in an old lettering manual. **Lumparsky ReadMe** is in text format.

MachineBlock PS *f*: By Gary Hagestead. A bold headline Type 1 font. Consists of upper case letters and most symbols. Patterned after the "Machine" type style. **MachineBlock.docs** in MacWrite format. ***ShareWare–$15.***

Maidstone Script PS *f*: By Sam Wang. A Type 1 script font, just what you need to simulate handwriting. This one has a large X-height and is nicely done. **ReadMe** is in text format. ***ShareWare–$10.***

Medusa PS *f*: By LORVAD™ (formerly Printers Devil). A Type 1 display font based on the familiar Art Nouveau font Broklin. It has a large number of kerning pairs. It looks good at sizes 12 and larger. **ReadMe-LORVAD.txt** is in text format. ***ShareWare–$10.***

Mira PS *f*: By Sam Wang. A Type 1 Art Nouveau font that contains both upper and lower case. **ReadMe** is in text format. ***Free but $5 donation cheerfully accepted.***

Multiform PS *f*: By David Rakowski. A Type 1 hand-drawn Art Nouveau font. **ReadMe Multiform** is in text format.

NeuSansBlack PS *f*: By Jim Pearson. A sans-serif typeface designed for almost every phase of font use. It's handy for emphasizing text, headlines, special announcements, etc. **About NeuSansBlack** is in text format. ***ShareWare–$5.***

Disk #6.09A — PS 9
PostScript Fonts

MusicFontsDemo PS *f*.sea: By Aron Konanur. Two specialized Type 1 fonts for users of Finale™ and Composer™ music software. These versions are missing half the characters from the postscript files. ***Demoware–$30 for the full featured font.***

Nauert PS *f*: By David Rakowski. A Type 1 chiseled serif font from a mid-nineteenth century source. It is a display font that, due to its detail inside each letter, looks best above 48 points on a 300-dpi printer. It is generously kerned and contains a full character set, minus diacritics, minus brackets and parentheses. **ReadMe Nauert** is in text format. ***ShareWare–tax deductible contribution (see formula in ReadMe file) to Columbia University.***

Neuvarese Bold Italic PS *f*: By David Teich. This Type 1 font is derived from "Novarese Bold Italic" but has Italic capitals, additional ligatures, dingbats and fractions. **!ReadMe** is in text format.

NewRixFancy PS *f*.sea: By RIX Font Foundry. A Type 1 sans-serif font. **NewRixFancyReadMe** is in text format. ***ShareWare–$15.***

Ornaments PS *f*.sea: By Nigel Yeoh. A Type 1 font that consists of a collection of ornaments, which go along rather nicely with Adobe's Wood Type Package. All of the characters were digitized from an enlarged photocopy of Roy Kelly's American Wood Types, and most of ornaments, flourishes and pointers come from Hamilton's 1906 catalogue. **ornaments.comments** is in text format.

OswaldBlack PS *f*: By Printers Devil. A Type 1 font that looks great in small or large sizes. Very similar to the Cooper Bold commercial font from Altsys but check out the non commercial ShareWare fee. **ReadMe!** is in text format. ***ShareWare–$10.***

OxNard PS *f*: By LORVAD™ (formerly Printers Devil). An Type 1 outline shadow font with irregular sizing and erratic baselines. This is a caps only display font that works best in sizes above 25 points. **ReadMe. Lorvad .txt** is in text format. ***ShareWare–$10.***

ParisMetro PS *f*: By David Rakowski. A Type 1 PostScript font modeled on the font used on some of the old Art Nouveau Metro stations in Paris. It is also a rather black font. In this font is a full set of upper-case characters — no lower-case characters — as well as full punctuation and numbers. **ReadMe ParisMetro** is in text format.

Pepita PS *f*: By Sam Wang. Another Type 1 script-like font that replicates handwriting. This one has a mixture of cursive and printed letters like the author's Handwriting font but the strokes are bolder and more masculine. **ReadMe** is in text format. ***ShareWare–$10.***

Phonetic-Alphabet PS *f*: By David Rakowski. A Type 1 serif font of the International Phonetic Alphabet (I.P.A.). If you don't understand that sentence, you don't need this font. **ReadMe Phonetic-Alphabet** is in text format.

Pixie PS *f*: By David Rakowski. A Type 1 PostScript display font that roughly looks like Bodoni must look like after ten or more beers — an uneven, hand-drawn serif font with a wide variation of thicks and thins. It makes a good specialty font for advertisements when an informal feel is desired or when you want to recreate generic 1950's advertisements from Boys Life or Mechanix Illustrated. **ReadMe Pixie** is in text format. ***ShareWare–donate $4.99 to Columbia University.***

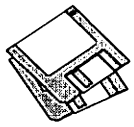
Polo Semiscript PS *f*: By David Rakowski. A Type 1 PostScript display brush stroke font with plenty of swashes. Good specialty font for advertisements when an informal feel is desired. **ReadMe Polo Semiscript** is in text format. ***ShareWare–donate $3.41 to Columbia University.***

Disk #6.10A — PS 10
PostScript Fonts

Patriot PS *f*.sea: By Jim O'Bryan, Aartvark Design Studios. A Type 1 font based on the missiles used during Desert Storm, including the Patriot, Hellfire 1, Hellfire 2, Tow, Seasparrow, I/Hawk, and Harpoon. It is a display face with Upper Case, and Small Caps for the Lower Case, Numerals are also included. Dedicated to the men and women who served, or helped in the recent Gulf Crisis.

Premium Thin 2.0 PS *f*: By James M. Harris. This Type 1 decorative typeface is based upon a very famous display typeface called Premier Lightline. Contains the lower case characters as well as upper case. There are many alternate characters, punctuation marks, and numbers 0-9, and there are nearly 300 kerning pairs. **ReadMe—PremiumThin** is in text format. ***SW –$25.***

RabbitEars PS *f*: By David Rakowski. A Type 1 round, bold '40's type of advertising display font whose letters slightly resemble Cooper Black. Uppercase and lowercase characters are identical in this font, except for B, H, F, K and L, which



are far taller than the other characters, forming "rabbit ear" loops at the top (hence the name). All the characters look like lower-case characters. Also in the font is a complete set of numbers and punctuation. **ReadMe RabbitEars** is in text format. ***ShareWare–tax deductible contribution (see amount in ReadMe file) to Columbia University.***

Ransom Note PS *f*: By Ted Alspach. A Type 1 font which incorporates a different type style for each character, in addition to a slight rotation, possibly a background, maybe a skewing or two, and an occasional horizontal or vertical scaling. **ReadMe or Else!** is in text format. ***ShareWare–$5.***

Rechtman PS *f*: By David Rakowski. A Type 1 chiseled script font with a complete character, number, and punctuation set. The "chiseled" features of the font may disappear below sizes of 36 point when printed on a 300-dpi device; however, the font will still look nice, sort of like a bold script font with a short x-height. ReadMe Rechtman is in text format. ***ShareWare–$end tax deductible contribution (see formula in ReadMe file) to Columbia University.***

Recycle PS *f*.sea: By Clark T. Riley. A Type 1 font which has the five General class and seven plastic class recycle symbols. **Recycle symbols** is an MS Word document including all the symbols; install the font in your system before viewing or printing the document.

Relief Deco PS *f*: By David Rakowski. A Type 1 caps and numbers font, no punctuation; lower-case letters are identical to upper-case letters. It is generously kerned. The letter images are of a heavy slab serif typeface, but of the shadows only, making it a "kind of cool" (sic) display font, unsuitable for text applications, and not so good looking below 18 points. **ReadMe ReliefDecois** in text format. ***ShareWare–$2.99 to Columbia University.***

ReliefPak PS *f*.sea: By David Rakowski. Three Type 1 sans serif display fonts drawn in relief: WhatARelief, ReliefInReverse, and RoundedRelief. WhatARelief and ReliefInReverse use the same lettershapes–a squarish sans serif relief alphabet. ReliefInReverse prints a black strip with white shadows, or the "negative" of WhatARelief. RoundedRelief is a rounder, more condensed relief font. **ReadMe ReliefPak** is in text format. ***ShareWare–$4.99 or greater tax deductible contribution to Columbia University.***

Reynolds Caps PS *f*: By David Rakowski. A caps-only Type 1 PostScript display font in an Art Nouveau style. **ReadMe Reynolds Caps** is in text format.

Rhyolite PS *f*: By James M. Harris. A Type 1 display typeface (based on Huxley Vertical) in uppercase characters, numerals, and punctuation only. There are alternate characters for the letters A, K, M, N, W, and Y, and they can be found using their lowercase equivalents. Created entirely with Letraset's FontStudio . It is a display face that looks elegant and distinguished. **ReadMe!** is in text format. ***ShareWare–$20.***

Disk #6.11A — PS 11
PostScript Fonts

Rossbauer Caps PS *f*.sea: By David Rakowski. A set of five really big PostScript fonts that contain very ornate early 20th century German woodcut drop caps. Each image is of an outlined serif capital letter with a backdrop of a person and some sort of landscape. Don't use more than one drop cap at a time, and use "Unlimited Downloadable Fonts" from the Page Setup command if you plan to use the font with another downloadable font. Rossbauer Caps is not compatible with Adobe Type Manager. **ReadMe Rossbauer Caps** is in text format.

Rothman PS *f*: By David Rakowski. A Type 1 Art Deco font that includes all alphabetic and numeric characters and punctuation. This is a very condensed font that is based on the font "Empire." The lower case letters are one half the height of the upper case letters and the same character width. **ReadMe Rothman TrueType** is in TeachText format.

Rudelsberg 2 PS *f*: By David Rakowski. This Type 1 font is in the Art Nouveau vein (turn of the century Germany in this case) and may be thought of as a second cousin to Adobe's Arnold Boecklin font, in that the lower case letters are a little similar, although the upper case characters lack the swashes of Adobe's font. Rudelsberg contains the full set of upper- and lower-case characters, numbers, and some punctuation, but no diacritics. **ReadMe Rudelsberg Type 1** is in text format.

Saint Francis PS *f*: By Hank Gillette. Saint Francis is a Postscript version of Apple Computer's venerable San Francisco font. It has the full character set that San Francisco has, plus some alternate characters (try Option e, Option g, and Option W), and some visual puns included for the author's amusement. **St. Francis ReadMe** is in MacWrite format.

SarahCaps PS *f*: By Sam Wang. A Type 1 Art Nouveau display font. **ReadMe** is in text format. ***W–$10.***

SchwarzWald PS *f*: By Peter Jensen. A Type 1 display font. It is very bold and striking with a bit of a woodcut look. It emulates Glummie. **Please ReadMe - SchwarzWald** is in TeachText format. ***SW–$10.***

Sharktooth 2.0 PS *f*: By Peter S. Bryant. A Type 1 typeface. Since Sharktooth is a display font, it is generally not acceptable for body text. Sharktooth is also hinted to optimize output on 300-dpi or less printers. **Sharktooth ReadMe** is in text format. ***SW–$10.***

Shohl-Fold PS *f*: By David Rakowski. The letters look like they are on a continuous fanfold—some facing left, some facing right. To get the visual effect of a continuous fanfold, then, a left-facing letter should follow a right-facing letter should follow a left—facing letter, etc. To wit, there are two versions of each character in the font–the left-facing version and the right-facing version. **ReadMe Shohl-Fold** is in text format.

Disk #6.12A — PS 12
PostScript Fonts

Shorai 2.0 PS *f*.sea: By Lawrence M. Schoen. A Type 1 hiragana (Japanese) font. The name means "whisperings of the wind through pine trees" as well as "the future." Shorai Doc is in double clickable application format. The author requests a $5 donation to Lake Forest College Font Project.

Showboat PS *f*: By David Rakowski. A Type 1 font created with Fontographer 3.1 in an old nineteenth century marquee style. It includes all 26 capital letters plus rudimentary punctuation. **ReadMe Showboat** is in TeachText format.

Shpfltnat 2.3 PS *f*.sea: By David Rakowski. A Type 1 PostScript font. Used to print musical characters that can be inserted in text, as in a word processor —not for musical notation. Adobe's SONATA font has beautifully drawn characters, but since they are scaled to relative sizes, using them in text changes the line spacing drastically; for instance, to use the "natural" sign at the correct size in a line of text, the spacing gets changed to quintuple spacing (the character has a ton of white space above and below it). The notes in shpfltnat have deliberately large noteheads so that they will print large enough to read in a block of 12-point text. **About Shpfltnat 2.3** is the documentation in double-clickable application format. ***ShareWare–donate $10.01 to Columbia University.***

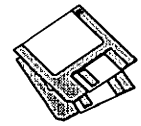
SillyconValley PS *f*: By Jim Ratliff. A font patterned after the magnetic coding type you see at the bottom of bank checks. **SillyconValleyFont Note** is in text format.

SlabFace/Aartvark PS *f*.sea: By Jim O'Bryan. A Type 1 font that is perfect for ads, flyers or posters. **Bet You Don't Read This!** is in text format.

SnyderSpeed PS *f*: By Pat Snyder. A Type 1 font that offers a bold (all caps) typeface duplicating the spontaneous, hand-lettered, brush-stroke used by commercial artists and sign painters to create eye-catching copy for signs, banners, posters, window display cards etc. **About SnyderSpeed, text** is in text format. ***ShareWare–$15.***

SpellingError PS *f*: A Type 1 font some characters rearranged so that they make no sense when typed. The author and SW fee (if any) for this font are unknown.

StarBurst PS *f*.sea: By David Rakowski. A Type 1 display font with caps, numbers and punctuation



only. Each character is drawn as a black sans serif character with what looks like a bright light cut into its middle with many rays emanating from the light. **ReadMe Starburst** is in text format. ***ShW-$4.99 to Columbia University.***

Stencil Cut PS *f*: By Gary Hagestead. A Type 1 bold display font consisting of upper case letters, and most of the commonly used symbols. It is patterned after Adobe's "STENCIL" type style. **StencilCut.docs** is in MacWrite format. ***SW – $15.***

TempoFonts PS *f*.sea: By David Rakowski. A Type 1 PostScript font. A full serif character set is included, along with musical symbols on the option and shift-option keyboards. The point is to be able to mix text and musical symbols in text blocks in programs that don't allow multiple fonts in text blocks. ReadMe TempoFonts is in text format.

Thalia PS *f*: By Sam Wang. Another Type 1 Art Nouveau display font. A little different from most of the other Art Nouveau fonts that you may have seen. ***Free but $5 donation cheerfully accepted.***

Disk #6.13A — PS 13
PostScript Fonts

Sydney PS *f*.sea: By Paul W. Glomski. A san-serif decorative font that has a somewhat angular and squashed appearance.

TechPhonetic PS *f*.sea: By Rob Kassel. This is a self extracting archive (.sea) file; move it to your hard disk or a blank floppy and double click to expand it to a usable file. An IPA (phonetic symbol) Type 1 font based on GoudyOldstyle. It is designed to represent anything the IPA can, but not necessarily in all the ways IPA can. **ReadMe!** is in text format.

ThTimesBold PS *f*: A thin, bold, version the Times

TNG Monitors PS *f*.sea: By Michael J. Perkins. A Type 1 font inspired by the tall, thin font used on the monitors for U.S.S. Enterprise NCC-1701-D on Star Trek: the Next Generation. TNG Monitos.doc is in text format. ***ShareWare–$5.***

ToneAndDebs PS *f*: By David Rakowski. Type 1 font with black sans serif characters topped with a layer of snow. **ReadMe ToneAndDeb** in text format. ***ShareWare–$3 to Columbia University.***

Trains PS *f*: By Uncle Dave's Oakstand Enterprises. A variety of freight and passenger cars that may be pulled by steam or diesel engines. The engines may be left or right facing. **ReadMe - I'm a Paint file** may be opened with many paint programs.

Tribeca PS *f*: By David Rakowski. A Type 1 font containing a full character, number and punctuation character set. It is modeled on "Newton Inline," an Art Deco font often used for titles on paperback editions of mysteries. **ReadMe Tribeca (Teach Text)** is the documentation.

Upper East Side PS *f*: By David Rakowski. A Type 1 font in an art deco style that works well in both text and display applications. It contains a full set of characters, including diacritics, and has 477 kerning pairs. It resembles the well known Parisian display font. **ReadMe UpperEastSide** is in TeachText format.

Upper West Side 1.1 PS *f*.sea: By David Rakowski. A Type 1 PostScript font. This font is the font which is used for the logo of the NEW YORKER magazine and which is also used for headings throughout each issue. It contains a full set of upper- and lower-case characters, punctuation, and numbers. And several characters are filled with the image of the New Yorker's famous FOP. **About UpperWestSide** is in double-clickable application format. ***ShareWare–donate $6.41 or more to Columbia University.***

Disk #6.14A — PS 14
PostScript Fonts

UltraBlack PS *f*: By Gary Hagestead. A bold headline Type 1 font consisting of upper and lower case letters and most of the commonly used symbols. It is patterned after the "HelveticaBlack" type style. **UltraBlack.docs** is in MacWrite format. ***ShareWare–$15.***

Varah Caps PS *f*.sea: By David Rakowski. A Type 1 PostScript font. The font consists of all 26 uppercase alphabetic characters drawn as black characters on what looks like rectangular stained glass windows in the background. It is extremely detailed and ornate. Because it is so detailed, it is not recommended for use in sizes smaller than 48 points on a 300-dpi printer, not smaller than 120 points on an ImageWriter. **ReadMe VarahCaps** is in text format. ***ShareWare–donate $4.99 or more to Columbia University.***

Wedgie PS *f*: By David Rakowski. A three dimensional outline Type 1 font that looks like it is on wedges. Includes a full alphabet with identical upper and lower case letters and numbers and punctuation. **ReadMe Wedgie (Teach Text)** is in TeachText format.

Wharmby PS *f*: By David Rakowski. A Type 1 display font that contains capitals, letters and numbers only and looks like it has a shadow, lit from behind and on the left. **ReadMe Wharmby** is in text format.

Windsor Demi PS *f*: Another Type 1 mystery font; author and ShareWare fee (if any) are unknown. If you can help us identify this one, call us.

Woodcut Drop Caps PS *f*.sea: By David Rakowski. A self extracting archive (.sea) file; move it to your hard disk or blank floppy and double click to expand it to a usable file. Created by scanning figures from a late nineteenth century children's book, tracing the result with Adobe Streamline and then using Art Import to create the font. All characters are images of quite ornate capital letters. **ReadMe Woodcut** in text format. ***ShareWare–donate $.99 to Columbia University.***

Zaleski Caps PS *f*: By David Rakowski. A Type 1 PostScript font named for Jean Zaleski, the New York painter who is, among other things, short. It is modeled on an Art Deco typeface called Ashley Crawford. It is bold and brash and serifed. Numbers and punctuation are also in the font. **ReadMe Zaleski Caps** is in text format.

Zallman Caps PS *f*: By David Rakowsk. A Type 1 font with intricate drop caps font whose letters are solid, bold serif characters surrounded by tasteful vines, leaves and flowers. All capital letters are in the font except X and Y, whose letters print an apology for their omission. **ReadMe Zallman Caps** is in text format.

Disk #6.15A — PS 15
PostScript Fonts

Braille PS *f*: By Partners In Design. A Type 1 font of the Braille characters. **Notes-Braille Grade1** is in text format.

Crillee PS *f*: By Gene Cowan. A Type 1 version of the typeface Crillee, which is the face used for the credits of Star Trek: The Next Generation.

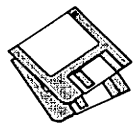
Diner PS *f*.sea: By David Rakowski. The Diner family of Type 1 fonts comes in four weights: Skinny, Regular, Fat and Obese. They have an all-caps set of characters, numbers and punctuation, and extra alternate shapes in the lower-case a, k, m, w and y slots. The Diner-Regular font is based on a tall, thin, rounded Art Deco font called Huxley Vertical. **ReadMe diner fonts** is in text format. ***ShareWare–donate $9.50 to Columbia University Music Dept.***

DotsRight PS *f*.sea: By Clinton D. Trefethen. A Type 1 novelty font with dots where serifs and intersecting lines should be. **ReadMe Dots**in text format. ***SW$5 to $10.***

EileenCaps PS *f*.sea: By David Rakowski. Two related Type 1 DropCaps fonts drawn in an elegant and complex Art Nouveau style. The characters of EileenCaps are all surrounded by a black box and are drawn in white over that box; the characters of EileenCaps-Black are the same as in EileenCaps with the boxes cut out–which means the characters and vinery are black. Only an alphabet of capital letters is in this font. Recommended minimum size for 300 dpi printers is 72 points. **ReadMe EileenCaps** is in text format. ***ShareWare–donate $7.50 to Columbia University Music Dept.***

Gessele-Script PS *f*: By David Rakowski. An elegant script Type 1 font from the Art Nouveau period. The characters are unslanted and are drawn as if with a quill pen, with thick down strokes and thin up strokes. There's a complete alphabet in the font, as well as punctuation and numbers. **ReadMe Gessele-Script** is in text format. ***ShareWare–donate $6.49 to Columbia University Music Dept.***

Ian-Bent PS *f*: By David Rakowski. A very pretty drop caps Type 1 font patterned after a German



Art Nouveau font drawn by Otto Eckmann. You'll find a full all-caps alphabet here of characters surrounded by stained glass-patterns. Use it sparingly as it requires a large amount of printer memory. **ReadMe Ian-Bent** is in text format.

InstantLogos PS *f*: By Jonathan Macagba. Type 1 font designed to help you create logos simply by pressing a combination of keys. It works with most word processors and drawing programs. To fully take advantage of this font, use it in Illustrator, Canvas, or FreeHand. These programs have an option to convert characters to paths that allows you to type out your logo, convert, and fine-tune it further. **AboutInstantLogos.txt** is in text format. ***ShareWare–$25.***

International Symbols PS *f*: By Gary L. Ratay, conversion from Type 3 by Uncle Dave. A collection of some (but by no means all) of international symbols. Freeware but donations accepted. **ReadMe** is in text format.

LampoonBrush 2.0 PS *f*: By Sam Wang. A Type 1 script font that appears to be created with a brush. ReadMe is in text format. Although the documentation indicates multiple bit mapped font sizes, only 24 point size is available so use this one with Adobe Type Manager. **ReadMe** is in text format. ***ShareWare–$10.***

Disk #6.16A — PS 16 PostScript Fonts

Lintsec PS *f*: By David Rakowski. A Type 1 stencil font with a full alphabet, numbers and punctuation. The author notes "There are no kerning pairs–hey, do YOU kern your stencils?" **ReadMe Lintsec** is in text format.

Muriel PS *f*.sea: By FontBank, Inc. A Type 1 display script font. EPS files are also provided for use with Illustrator and FreeHand. FontBank is a commercial distributor of fonts and is providing these without charge as a sample of their work; see the details about an "Online Special" in the **ReadMe!** document which is in text format.

NixonInChina PS *f*: By David Rakowski. Type 1 font designed to look like display printing on Chinese restaurant menus. It has a complete upper/lowercase alphabet and punctuation: no numbers or diacritics; based on a font called Chopstick. **ReadMe NixonInChina** is in text format.

Pointage PS *f*: By David Rakowski. A Type 1 all-caps font resembling Torino that has had Victorian-type pointing fingers, pointing right, superimposed so that the hands look like they are grasping the letters as well as pointing rightward. ***ShareWare–donate $3.03 to Columbia University Music Dept.***

Shrapnel PS *f*.sea: By David Rakowski. A Type 1 font with full alphabet, numbers and punctuation. The edges of the letters of the alphabet look like they are exploding, hence the name Shrapnel. **ReadMe Shrapnel** is in text format.

Star Trek Fonts PS *f*.sea: By James Sharer. A package of five Star Trek Type 1 fonts; **Star Trek Classic** (roman and italic) , **Star Trek Classic Movies**, **Star Trek TNG Crille** and **Star Trek TNG Titles**. The documentation **Star Trek Fonts ReadMe** is in text format. ***ShareWare–$20.***

Swifty PS *f*.sea: By Christopher Bird. Swifty is a Type 1 font. It is not a conventional alphabet, but a collection of symbols of a human figure walking, running, jumping, etc. The characters are arranged in such a way that the keyboard will type a series of movements when a row of keys is pressed from left to right, such as "12345..." or "qwerty..." Swifty is based on the work of Edweard Muybridge, a photographer who lived during the late 1800's. **About Swifty** is in text format.

Uechi-Gothic PS *f*: By David Rakowski. A Type 1 font with an old world look. The upper case letters are ornate. **ReadMe Uechi-Gothic** is in text format. ***ShareWare–donate $3.02 to Columbia University Music Dept.***

Vireo PS *f*: By Christopher Bird. A Type 1 novelty font with a semi-calligraphic printed look. best used at 14 points and above. **ReadMe** is in text format. ***ShareWare–$10.***

Will-Harris PS *f*.sea: By David Rakowski. A Type 1 font patterned after the display font 'Skyline.' It is a special-effect font wherein the characters look like views through Venetian blinds of a city skyline. A headline set in this font will appear to have been cut from a continuous city skyline. There is a full set of alphabetic, numeric and punctuation characters in this font. **ReadMe Will-Harris** is in text format.

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Macintosh Library Order Form

Holiday Special!

All disks purchased during December
Five or More Disks–$2.50 Each
10 Disks Best of the Pi–$25
Plus $5.00 S/H

Pi Library
___ 0.01 - C 01

Anti-Virus Utilities'
___ 1.01G - AV 1
___ 1.02G - AV 2
___ 1.03G - AV 3

Desk Accessories'
___ 10 disk set; $30
___ 2.01D - DA's 1
___ 2.02D - DA's 2
___ 2.03D - DA's 3
___ 2.04D - DA's 4
___ 2.05D - DA's 5
___ 2.06D - DA's 6
___ 2.07D - DA's 7
___ 2.08D - DA's 8
___ 2.09D - DA's 9
___ 2.10D - DA's 10

F Keys (Function Keys)
___ 4.01A - FK's 1
___ 4.02A - FK's 2

ImageWriter Fonts'
___ 5.01A - IW 1
___ 5.02A - IW 2
___ 5.03A - IW 3
___ 5.04A - IW 4

PostScript Fonts'
___ 16 disk set; $48
___ 6.01A - PS 1
___ 6.02A - PS 2
___ 6.03A - PS 3
___ 6.04A - PS 4
___ 6.05A - PS 5
___ 6.06A - PS 6
___ 6.07A - PS 7
___ 6.08A - PS 8
___ 6.09A - PS 9
___ 6.10A - PS 10
___ 6.11A - PS 11
___ 6.12A - PS 12
___ 6.13A - PS 13
___ 6.14A - PS 14
___ 6.15A - PS 15
___ 6.16A - PS 16

TrueType Fonts
___ 11 disk set; $33
___ 7.01 - TT 1
___ 7.02 - TT 2
___ 7.03 - TT 3
___ 7.04 - TT 4
___ 7.05 - TT 5
___ 7.06 - TT 6
___ 7.07 - TT 7
___ 7.08 - TT 8
___ 7.09 - TT 9
___ 7.10 - TT 10
___ 7.11 - TT 11

INIT's & CDEV's'
___ 17 disk set; $51
___ 9.01B - I/C 1
___ 9.02B - I/C 2
___ 9.03B - I/C 3
___ 9.04B - I/C 4
___ 9.05B - I/C 5
___ 9.06B - I/C 6
___ 9.07B - I/C 7
___ 9.08B - I/C 8
___ 9.09B - I/C 9
___ 9.10B - I/C 10
___ 9.11B - I/C 11
___ 9.12B - I/C 12
___ 9.13B - I/C 13
___ 9.14B - I/C 14
___ 9.15B - I/C 15
___ 9.16B - I/C 16
___ 9.17B - I/C 17

Miscellaneous
___ 10.01 - M 1

Paintings (MacPnt)
___ 5 disk set; $15
___ 11.01 - P 1
___ 11.02 - P 2
___ 11.03 - P 3
___ 11.04 - P 4
___ 11.05 - P 5

Digitized Sounds
___ 31 disk set; $93
___ 12.01A - S 1
___ 12.02A - S 2
___ 12.03 - S 3
___ 12.04 - S 4
___ 12.05 - S 5
___ 12.06 - S 6
___ 12.07 - S 7
___ 12.08 - S 8
___ 12.09 - S 9
___ 12.10 - S 10
___ 12.11 - S 11
___ 12.12 - S 12
___ 12.13 - S 13
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___ 12.26 - S 26
___ 12.27 - S 27
___ 12.28 - S 28
___ 12.29 - S 29
___ 12.30 - S 30
___ 12.31 - S 31

Telecommunications'
___ 13.01B - T 1
___ 13.02B - T 2
___ 13.03B - T 3

Programmer/Hacker
___ 24 disk set; $72
___ 14.01 - PH 1
___ 14.02 - PH 2
___ 14.04 - PH 4
___ 14.05 - PH 5
___ 14.06 - PH 6
___ 14.07 - PH 7
___ 14.08 - PH 8
___ 14.09 - PH 9
___ 14.10 - PH 10
___ 14.11 - PH 11
___ 14.12 - PH 12
___ 14.13 - PH 13
___ 14.14 - PH 14
___ 14.15 - PH 15
___ 14.16 - PH 16
___ 14.17 - PH 17
___ 14.18 - PH 18
___ 14.19 - PH 19
___ 14.20 - PH 20
___ 14.21B - PH 21
___ 14.22A - PH 22
___ 14.23 - PH 23
___ 14.24 - PH 24
___ 14.25 - PH 25

Miscellaneous Utils
___ 13 disk set; $39
___ 15.01A - MU 1
___ 15.02A - MU 2
___ 15.03A - MU 3
___ 15.04A - MU 4
___ 15.05A - MU 5
___ 15.06A - MU 6
___ 15.07A - MU 7
___ 15.08A - MU 8
___ 15.09A - MU 9
___ 15.10A - MU 10
___ 15.11A - MU 11
___ 15.12A - MU 12
___ 15.13A - MU 13

System Utilities'
___ 16 disk set; $48
___ 16.01D - SU 1
___ 16.02D - SU 2
___ 16.03D - SU 3
___ 16.04D - SU 4
___ 16.05D - SU 5
___ 16.06D - SU 6
___ 16.07D - SU 7
___ 16.08D - SU 8
___ 16.09D - SU 9
___ 16.10D - SU 10
___ 16.11D - SU 11
___ 16.12D - SU 12
___ 16.13D - SU 13
___ 16.14D - SU 14
___ 16.15D - SU 15
___ 16.16D - SU 16

Word Processing Utils
___ 5 disk set; $15
___ 17.01A - WP 1
___ 17.02A - WP 2
___ 17.03A - WP 3
___ 17.04A - WP 4
___ 17.05A - WP 5

Adobe Screen Fonts'
___ 18.01A - AF 1
___ 18.02A - AF 2

HyperCard StackWare
___ 44 disk set; $132
___ 19.01A - SW 1
___ 19.02A - SW 2
___ 19.03 - SW 3
___ 19.04 - SW 4
___ 19.05 - SW 5
___ 19.06 - SW 6
___ 19.07 - SW 7
___ 19.08 - SW 8
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___ 19.12 - SW 12
___ 19.13 - SW 13
___ 19.14 - SW 14
___ 19.15 - SW 15
___ 19.16 - SW 16
___ 19.17 - SW 17
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___ 19.28 - SW 28
___ 19.29 - SW 29
___ 19.30 - SW 30
___ 19.31 - SW 31
___ 19.32 - SW 32
___ 19.33 - SW 33
___ 19.34 - SW 34
___ 19.35 - SW 35 †
___ 19.36 - SW 36 †
___ 19.37 - SW 37
___ 19.38 - SW 38

Mac II Series
___ 11 disk set; $33
___ 20.01 A- M II 1
___ 20.02 A- M II 2
___ 20.03 A- M II 3
___ 20.04 A- M II 4
___ 20.05 A- M II 5
___ 20.06 A- M II 6
___ 20.07 A- M II 7
___ 20.10 A- M II 10
___ 20.11 A- M II 11
___ 20.12 A- M II 12
___ 20.13 A- M II 13

Fun & Games Series
___ 22.01 - F/G 1
___ 22.02 - F/G 2
___ 22.03 - F/G 3

HyperCard Externals
___ 5 disk set; $15
___ 21.01 - HE 1
___ 21.02 - HE 2
___ 21.03 - HE 3
___ 21.04 - HE 4
___ 21.05 - HE 5

Best of Pi Series
___ 10 disk complete set; $25
___ 5 disk revised set; $17.50

System Software
___ 6.0.3 - 4 disk set; $12
___ 6.0.5 - 4 disk set; $12
___ 6.0.7 - 4 disk set; $12
___ 6.0.8 - 4 disk set; $12
___ 7.0 - 9 disk set; $20
___ 7.0.1 - 6 disk set; $20 (‡)
___ Sys 7/7.0.1 Tune-Up $3
___ QuickTime - 2 disk set; $6
___ TrueType - 2 disk set; $6

HyperCard Update
___ 1.2.5 - 3 disk set; $9
___ 2.0 - 5 disk set; $15

19.35†6 disk set; $15
19.36†2 disk set; $7

(‡) on 1.44 Meg diskette
Revised disk series

Apple Disk Library

compiled by John Ruffatto

The Apple Disk Library has been updated and reformatted to enable you to more easily locate those disks in which you are interested. 3.5" disks are listed first, followed by 5.25" disks. Look for the and icons which distinguish them. For your reference - the numbers shown in parentheses ( ) after the disk names are the old disk numbers. SW after the disk description indicates that it is ShareWare.

Eamon Adventure Listing:

Codes:–D = DOS 3.3 P = ProDOS PLC = ProDOS Lower Case

1. Main Hall & Beginners Cave - D
2. The Lair of the Minotaur - D
3. The Cave of the Mind- D
4. The Zyphur Riverventure - D
5. Castle of Doom -D - P
6. The Death Star -D
7. The Devil's Tomb -D
8. The Abductor's Quarters - D - P
10. The Magic Kingdom - D
11. The Tomb of Molinar - D
12. The Quest for Trezore -D - P
13. Caves of Treasure Island - D
14. Furioso - D
15. Heroes Castle - D
16. The Caves of Mondamen -D - P
17. Merlin's Castle - D
18. Hogarth Castle - D
19. Death Trap - D - P
20. The Black Death - D - P
21. The Quest for Marron - P
22. The Senator's Chambers - P
23. The Temple of Ngurct -D - P
24. Black Mountain - D - P - PLC
25. Nuclear Nightmare - D - P
26. Assault on the Mole Man - P
27. Revenge of the Mole Man - P
28. The Tower of London - P
29. The Lost Island of Apple - D
30. The Underground City - D
31. The Gauntlet - D
33. The Orb of Polaris - D - PLC
34. Death's Gateway - D - PLC
35. The Lair of Mutants - P
36. The Citadel of Blood - P
37. Quest for the Holy Grail - D - P
38. City in the Clouds - D - P
39. Museum of Unnatural History - P
41. Caverns of Lanst - D - P
42. Alternate Beginners Cave - D
43. Priests of Xim! - D
44. Escape from the Orc Lair - D
45. SwordQuest - D - P
46. Lifequest - D
47. FutureQuest - D - P
48. Picnic in Paradise - P
49. The Castle Kophinos - P
51. The Caves of Eamon Bluff - P
53. Feast of Carroll - D - P
54. Crystal Mountain - D
55. The Master's Dungeon - D - P
56. The Lost Adventure - D - P
57. The Manxome Foe - D
58. The Land of Death - P
60. The Sewers of Chicago - D
64. Modern Problems - P
68. The Smith's Stronghold - P
69. The Black Castle of NaGog - PLC
73. The Deep Canyon - P
74. DharmaQuest - P
75. Temple of the Guild - P
76. The Search for Yourself - P
77. Temple of the Trolls - PLC
78. The Prince's Tavern - PLC
80. The Search for the Key(80a) - P
81. The Rescue Mission (80b) - P
86. Castle Mantru - P
87. Caves of Hollow Mountain - P
90. The Doomsday Clock - P
91. FutureQuest II - PLC
92. The Fugitive - P
93. Flying Circus - P
97. The House of Secrets - D - P
98. Slave Pits of Kzorland - D
99. In the Clutches of Torrik - P
100. Sorceror's Spire - P
106. Camp Eamon - P
107. The Last Dragon - PLC
108. The Mines of Moria - PLC
109. The Forest of Fear - P
112. Hills of History - P
113. The Life-Orb of Mevtrelek - P
114. Thror's Ring - PLC
117. Dungeon of Doom - P
118. Pittfall - PLC
119. Grunewalde - P
120. Orb of My Life - PLC
121. Wrenhold's Secret Vigil - P
124 Assault on Dolni Keep - PLC
126. The Pyramid of Anharos - P - PLC
127. The Hunt for the Ring - P
128. Quest of Erebor - P
129. Return to Moria - P - PLC
130. Haradwaith - P
131. Nucleus of the Ruby - PLC
132. Rhadshur Warrior - P
137. The Ruins of Ivory Castle - P
138. Starfire - PLC
139. Peg's Place - P
142. The Beermeister's Brewery - P
143. The Alternate Zone - P
145. Buccaneer! - P
146. The House of Horrors - P
147. The Dark Brotherhood - PLC
148. Journey to Jotunheim - P - PLC
149. Elemental Apocalypse - P
150. Walled City of Darkness - P - PLC
154. A Trip to Fort Scott - P
155. Tomb of the Vampire - P
158. The Lair of Mr. Ed - P
159. The Bridge of Catzad-Dum - P
160. Monty Python & Holy Grail - P
161. Operation Endgame - PLC
162. Eamon 7.0 Demo Adventure - P
163. The Sands of Mars - P
164. A Real Cliffhanger - P
165. Animal Farm - P
166. Storm Breaker - P
169. The Black Phoenix - PLC
170. Ragnarok Revisited - P
183. The Boy and the Bard - P
188. Encounter: The Bookworm - P
191. Enhanced Beginners Cave - P
194. Attack of the Kretons - PLC
195. The Training Ground - P
198. Revenge of the Bookworm - P
204. Sanctuary - P - PLC
205. Utterly Outrageous - P
206. Curse of the Hellsblade - PLC
208. Assault on Helstar - P
211. Lair of the Marauders - P
213. Demongate - P
214. Deathstalker's Castle - P
215. Treasure Island - P
Unk. Temple of the Undead - D
Beginners Cave - P (Pro.Eamon.01)
Dungeon Designer - D
Dungeon Designer Diskette, V.7.0 - P
Eamon Utilities Diskette - P
Eamon Utilities 2 & 3 - D
Graphics Main Hall - All P & PLC Disks

3.5" DISKS

Apple II GS

IIGS SYSTEM DISKS
___ GSAS-01 System 5.04 - 2 Disk Set - $6
___ GSAS-02 Hyper Mover v. 1.1 (Mac/GS)-2 Disk Set - $6
___ GSAS-03 GS Bug & Debugging Tools - V. 1.6 - $3
___ GSAS-04 System 6.0 - 6 Disk Set - $18

IIGS COMMUNICATIONS (4 DISK SET-$12)
___ GSCM-01C FreeTerm - (2003)
___ GSCM-02B SnowTerm - (SW)
___ GSCM-03 Mega Term V. 1.3
___ GSCM-04 Generic Term V. 3.2 / Telecom V. 0.28

IIGS DEMO (21 DISK SET-$63.00)
___ GSDM-01 Cartooner's Demo
___ GSDM-02 Deluxe Paint II Demo
___ GSDM-03 Music Studio Demo
___ GSDM-04 Beagle Write GS Demo
___ GSDM-05 Calendar Crafter Demo
___ GSDM-06 G.A.T.E. Demo
___ GSDM-07 Crystal Quest, Dragon Wars, Pyramid GS
___ GSDM-08 Diversi-Tune, Nexus, ProSel 16, Salvation
___ GSDM-09 Shanghai Demo & Extra Tile Sets
___ GSDM-10 Medley V. 2.0 Demo
___ GSDM-11 Battle Chess Demo
___ GSDM-12 Task Force Demo
___ GSDM-13 Genesys, ProTerm 2.2, TIC
___ GSDM-14 Space Harrier Demo
___ GSDM-15 HCGS Screens, MasterTracks Jr., SysEx MIDI
___ GSDM-16 AC Basic, Design Master, GS16 Forth, Micol, MicroDot
___ GSDM-17 GeNav, ProTerm 3.0, Viad Promo
___ GSDM-18 World Geography Program - Disk 1
___ GSDM-19 World Geography Information - Disk 2
___ GSDM-20 ABC Zoo, AnsiTerm, Dream Graphics. Math Blaster Plus
___ GSDM-21 Battle Axe, Deluxe Tetris

IIGS DESK ACCESSORIES (15 DISK SET-$45)
___ GSDA-01 Desk Accessories 1 - (2020) - (SW)
___ GSDA-02 Desk Accessories 2 - (SW)
___ GSDA-03 Desk Accessories 3 - (SW)
___ GSDA-04 Desk Accessories 4 - (SW)
___ GSDA-05 Desk Accessories 5 - (SW)
___ GSDA-06 Desk Accessories 6 - (SW)
___ GSDA-07 Desk Accessories 7 - (SW)
___ GSDA-08 Desk Accessories 8 - (SW)
___ GSDA-09 Desk Accessories 9 - (SW)
___ GSDA-10 Desk Accessories 10 - (SW)
___ GSDA-11 Desk Accessories 11 - (SW)
___ GSDA-12 Desk Accessories 12
___ GSDA-13 Desk Accessories 13
___ GSDA-14 Desk Accessories 14
___ GSDA-15 Desk Accessories 15

IIGS DEVELOPER (11 DISK SET-$33)
___ GSDV-01 Demo Source Code 1 - (2005)
___ GSDV-02 Demo Source Code 2 - (2006)
___ GSDV-03 Shell Applications (EXE) 1 - (SW)
___ GSDV-04 Shell Applications (EXE) 2 - (SW)
___ GSDV-05 Miscellaneous Developer Files 1 - (SW)
___ GSDV-06 Miscellaneous Developer Files 2
___ GSDV-07 Miscellaneous Developer Files 3
___ GSDV-08 Miscellaneous Developer Files 4
___ GSDV-09 Miscellaneous Developer Files 5
___ GSDV-10 Miscellaneous Developer Files 6
___ GSDV-11 Miscellaneous Developer Files 7

IIGS EDUCATION (7 DISK SET-$21)
___ GSED-01 Astr. GS: Astronomer - Disk 1 - (SW)
___ GSED-02 Astr. GS: Moon 1 - Disk 2 - (SW)
___ GSED-03 Astr. GS: Planets 1 - Disk 3 - (SW)
___ GSED-04 Astr. GS: Planets 2 - Disk 4 - (SW)
___ GSED-05 Astr. GS: sTools - Disk 5 - (SW)
___ GSED-06 Astr. GS: Sun - Disk 6 - (SW)
___ GSED-07 Astr. GS: Utilities 1 - Disk 7 - (SW)

IIGS FONTS (27 DISK SET-$81)
___ GSFT-01 A-Plain
___ GSFT-02 A-Fancy, Foreign, Graphic
___ GSFT-03 B-Plain, Foreign, Graphic
___ GSFT-04 B-Plain, Fancy
___ GSFT-05 C-Plain
___ GSFT-06 C-Plain
___ GSFT-07 C-Graphic, Foreign
___ GSFT-08 C-Fancy
___ GSFT-09 D-Plain, Fancy, Foreign, Graphic
___ GSFT-10 E-Plain, Fancy, Foreign, Graphic
___ GSFT-11 F-Plain, Fancy, Graphic
G-Foreign, Fancy
___ GSFT-12 G-Plain, Graphic
___ GSFT-13 H-Fancy, Foreign
I
___ GSFT-14 H-Graphic, Plain
J
___ GSFT-15 K
M-Fancy
___ GSFT-16 L
M-Foreign
___ GSFT-17 M-Plain
___ GSFT-18 M-Graphic
___ GSFT-19 N-Plain, Fancy
___ GSFT-20 N-Foreign, Graphic
O
P-Foreign, Graphic
___ GSFT-21 P-Plain, Fancy
___ GSFT-22 Q
R
___ GSFT-23 S-Fancy
T-Fancy
___ GSFT-24 S-Plain, Graphic
___ GSFT-25 S-Foreign
T-Plain
___ GSFT-26 T-Foreign, Graphic
U
V
___ GSFT-27 W
Y
Z

IIGS GAMES (31 DISK SET-$93)
___ GSGM-01A Mean 18 Golf Courses - (2007)
___ GSGM-02A Mean 18 Golf Courses 2 - (2018)
___ GSGM-03 Bouncing Bluster Boot Disk - (SW)
___ GSGM-04 Bouncing Bluster Data &Docs - (SW)
___ GSGM-05 Bouncing Bluster Consn. Set - (SW)
___ GSGM-06 Games 1 - (SW)
___ GSGM-07 Games 2 - (SW)
___ GSGM-08 Games 3 - (SW)
___ GSGM-09 Games 4 - (SW)
___ GSGM-10 Games 5 - (SW)
___ GSGM-11 Games 6 - (SW)
___ GSGM-12 Games 7 - (SW)
___ GSGM-13 Games 8 - (SW)
___ GSGM-14 Games 9 - (SW)
___ GSGM-15 Games 10 - (SW)
___ GSGM-16 Games 11 - (SW)
___ GSGM-17 Mean 18 Golf Courses 3
___ GSGM-18 Games 12 - (SW)
___ GSGM-19 Games 13 - (SW)
___ GSGM-20 Games 14
___ GSGM-21 Columns GS V. 2.0 - (SW)
___ GSGM-22 Lode Runner GS
___ GSGM-23 Games 15
___ GSGM-24 Games 16
___ GSGM-25 Games 17
___ GSGM-26 Games 18
___ GSGM-27 Games 19
___ GSGM-28 Sensei
___ GSGM-29 Easy Dead
___ GSGM-30 Space Cluster
___ GSGM-32 Explorer GS

IIGS GRAPHICS (31 DISK SET-$93)
___ GSGX-01 Demo Disk A - (2002)
___ GSGX-02 Slide Show 1 - (2004)
___ GSGX-03 Slide Show 2 - (2016)
___ GSGX-04 Slide Show 3 - (2017)
___ GSGX-05 Nucleus Demo-ROM 3
___ GSGX-06 GIF Graphics 1 - (SW)
___ GSGX-07 Pics and Utilities 1 - (SW)
___ GSGX-08 Pics and Utilities 2
___ GSGX-09A Pics and Utilities 3
___ GSGX-10 Pics and Utilities 4 - (SW)
___ GSGX-11 Modulae
___ GSGX-12 Paula Abdul Demo
___ GSGX-13A Pics and Utilities 5 - (SW)
___ GSGX-14 Slide Show 4
___ GSGX-15 Slide Show 5
___ GSGX-16 Nucleus Demo-ROM 1 - (2024)
___ GSGX-17 PSGS Graphics 1-Color
___ GSGX-18 PSGS Graphics 2-Mono
___ GSGX-19 PSGS Graphics 3-Mono
___ GSGX-20 Marilyn Monroe Slide Show
___ GSGX-21 Pics and Utilities 6 - (SW)
___ GSGX-22 Pics and Utilities 7
___ GSGX-23 3200 Pics 1
___ GSGX-24 3200 Pics 2
___ GSGX-25 FTA Xmas Demo
___ GSGX-26 FTA Delta Demo
___ GSGX-27 Animaga
___ GSGX-28 Sap V. 0.5
___ GSGX-30 Sap Spin
___ GSGX-31 Pics and Utilities 8
___ GSGX-32 Pics and Utilities 9

IIGS HYPERCARD (6 DISK SET-$18)
___ GSHC-01 HyperCard Utilities 1 - (SW)
___ GSHC-02 HyperCard Utilities 2 - (SW)
___ GSHC-03 HyperCard Utilities 3 - (SW)
___ GSHC-04 Utilities: General 1 - (SW)
___ GSHC-05 Fun & Games: General 1 - (SW)
___ GSHC-06 Fun & Games: Eamon 1

IIGS HYPERSTUDIO- DEMO (10 DISK SET- $30)
___ GSHS-01 HS System-Demo Version
___ GSHS-02 HS Demo-Demo Version
___ GSHS-03 HS Sounds-Demo Version
___ GSHS-04 More Stacks-Demo Version
___ GSHS-05 More Stacks 2-Demo Version
___ GSHS-06 Video Demo-Demo Version
___ GSHS-07 Comm Stack-Demo Version
___ GSHS-08 MUG 087-Demo Version
___ GSHS-09 USA-Demo Version
___ GSHS-10 HS Art 2-Demo Version

IIGS HYPERSTUDIO (13 DISK SET - $39)
___ GSHS-11 Miscellaneous HS Stacks 1
___ GSHS-12 Miscellaneous HS Stacks 2 - (SW)
___ GSHS-13 Arizona Stack Disk 1
___ GSHS-14 Arizona Stack Disk 2
___ GSHS-15 Photography Stack Disk 1
___ GSHS-16 Photography Stack Disk 2
___ GSHS-17 1906 SF Earthquake & Fire Disk 1
___ GSHS-18 1906 SF Earthquake & Fire Disk 2
___ GSHS-19 Miscellaneous HS Stacks 3
___ GSHS-20 Miscellaneous HS Stacks 4
___ GSHS-21 Miscellaneous HS Stacks 5 - (SW)
___ GSHS-22 Miscellaneous HS Stacks 6
___ GSHS-23 Soundsmith Song Player XCmd

IIGS ICONS (11 DISK SET-$33)
___ GSIC-01A Finder Icons 1 - (2022) - (SW)
___ GSIC-02A Finder Icons 2 - (SW)
___ GSIC-03A Finder Icons 3 - (SW)
___ GSIC-04A Finder Icons 4 - (SW)
___ GSIC-05A Finder Icons 5 - (SW)
___ GSIC-06A Finder Icons 6 - (SW)
___ GSIC-07A Finder Icons 7 - (SW)
___ GSIC-08 Finder Icons 8 - (SW)
___ GSIC-09 Finder Icons 9 - (SW)
___ GSIC-10 Finder Icons 10 - (SW)
___ GSIC-11 Finder Icons 11 - (SW)

IIGS MISCELLANEOUS
___ GSMS-01 New Member's Disk - (2000) - (SW)
___ GSMS-02B GS Disk Library Catalog Disk 1
___ GSMS-03B GS Disk Library Catalog Disk 2

IIGS MUSIC (39 DISK SET $117)
___ GSMU-01A SoundSmith and Songs - (SW)
___ GSMU-02 SoundSmith Songs 1
___ GSMU-03 SoundSmith Songs 2
___ GSMU-04 SoundSmith Songs 3
___ GSMU-05 SoundSmith Songs 4
___ GSMU-06 SoundSmith Songs 5
___ GSMU-07 Diversi-Tune (C) Songs 1
___ GSMU-08 Music Studio Songs 1
___ GSMU-09 MS Songs 2 (Golden Album Rock 2)
___ GSMU-10 A Variety Pack of Songs
___ GSMU-11 SoundSmith Songs 6
___ GSMU-12 MCS Song "Slide Show"
___ GSMU-13 Noisetracker V. 1.0
___ GSMU-14 Soundsmith Songs 7
___ GSMU-15 Soundsmith Songs 8
___ GSMU-16 Music & Speech
___ GSMU-18 Noisetracker Songs 1
___ GSMU-19 Noisetracker Songs 2
___ GSMU-20 Noisetracker Songs 3
___ GSMU-21 Noisetracker Songs 4
___ GSMU-22 GS-IRC Music Disk 1
___ GSMU-23 Noisetracker Songs 5
___ GSMU-24 Noisetracker Songs 6
___ GSMU-25 Noisetracker Songs 7
___ GSMU-26 Noisetracker Songs 8
___ GSMU-27 Noisetracker Songs 9
___ GSMU-28 Noisetracker Songs 10
___ GSMU-29 Noisetracker Songs 11
___ GSMU-30 Noisetracker Songs 12
___ GSMU-31 Noisetracker Songs 13
___ GSMU-32 Noisetracker Songs 14
___ GSMU-33 Noisetracker Songs 15
___ GSMU-34 Noisetracker Songs 16
___ GSMU-35 Noisetracker Songs 17
___ GSMU-36 Noisetracker Songs 18
___ GSMU-37 Noisetracker Songs 19
___ GSMU-38 Noisetracker Songs 20
___ GSMU-39 Noisetracker Songs 21
___ GSMU-40 Noisetracker Songs 22

IIGS SOUNDS (16 DISK SET-$48)
___ GSSN-01A Sounds 1 - (2014)
___ GSSN-02A Sounds 2-Nostalgia - (2015)
___ GSSN-03 Sounds 3
___ GSSN-04 Sounds 4
___ GSSN-05 Sounds 5-Simpsons 1
___ GSSN-06 Sounds 6-Simpsons 2
___ GSSN-07 Sounds 7
___ GSSN-08 Sounds 8
___ GSSN-09 Sounds 9
___ GSSN-10 Sounds 10
___ GSSN-11 Sounds 11
___ GSSN-12 Sounds 12-Cartoons 1
___ GSSN-13 Sounds 13-Cartoons 2
___ GSSN-14 Sounds 14-Cartoons 3
___ GSSN-15 Sounds 15-Cartoons 4
___ GSSN-16 Sounds 16-Cartoons 5

IIGS UTILITIES (14 DISK SET-$42)
___ GSUT-01B Utilities 1 - (2001) - (SW)
___ GSUT-02 JumpStart Prog Sel V. 3 - (2021)
___ GSUT-03A Utilities 2 - (2028) (SW)
___ GSUT-04A Utilities 3 - (2029) (SW)
___ GSUT-05A Utilities 4 - (SW)
___ GSUT-06A ZZ Copy-V. 2.21 Disk Copier

___ GSUT-07A Utilities 5 - (SW)
___ GSUT-08D Utility Works GS V. 2.01 (SW)
___ GSUT-09 Utilities 6 - (SW)
___ GSUT-10 Utilities 7 - (SW)
___ GSUT-11B Utility Works Launcher v. 2.3.1-(SW)
___ GSUT-12 Utilities 8
___ GSUT-13 Utilities 9
___ GSUT-14 Desktop Utilities V. 3.3

3.5" DISKS

APPLE II

APPLE SYSTEM DISKS
___ 2APS-01 System Disk - Utilities v. 3.2- $3

APPLEWORKS
___ 2AWK-01 Claris Tech Support for AW / AW-GS

COMMUNICATIONS
___ 2COM-01 TCS Instructions 1.05
___ 2COM-02 Applenet V. 1.3
___ 2COM-03 Comm. Sys. 2.5/Z.Link 12.15 /Utilities

EAMON (ProDOS): (17 DISK SET ($51)
___ 2EAM-01A Dungeon Designer, Utilities, Etc.
___ 2EAM-02 Advs 1, 5, 8, 12, 16, 19, 20, 21
___ 2EAM-03 Advs 22, 23, 24, 25, 26, 27, 28
___ 2EAM-04 Advs 35, 36, 37, 38, 39, 41, 45
___ 2EAM-05 Advs 47, 48, 49, 51, 53, 55, 56
___ 2EAM-06 Advs 58, 64, 68, 73, 74, 75, 76, 86
___ 2EAM-07 Advs 80, 81, 87, 90, 92, 93, 97
___ 2EAM-08 Advs 99, 100, 106, 109, 112, 113
___ 2EAM-09 Advs 117, 119, 121, 126, 155
___ 2EAM-10 Advs 127, 128, 129, 130, 132
___ 2EAM-11 Advs 139, 145, 148, 150, 154
___ 2EAM-12 Advs 149, A, B, C, D
___ 2EAM-13 Advs 158, 160, 166, 166A, 166B
___ 2EAM-14 Advs 170, 183, 191, 195, 204
___ 2EAM-21 Advs 137,142,143,188,208,215
___ 2EAM-22 Advs 146,164,198,205,211,213
___ 2EAM-23 Advs 159,163,165,214

EAMON (ProDOS) (LOWER CASE) (7 DISK SET $21)***
___ 2EAM-15 Advs 33, 69, 77, 118, 124, 150
___ 2EAM-16 Advs 34, 120, 138, 161
___ 2EAM-17 Advs 78, 107, 108, 114, 147
___ 2EAM-18 Advs 91, 129, 169, 194, 206
___ 2EAM-19 Advs 24,131,148
___ 2EAM-20 Advs 126,204
*** includes 2EAM-01A
Note: (23 Eamon Disk Set-$690)

EDUCATION
___ 2EDU-01 Newton's Apple/Cocaine & Teeth

TECH NOTES (5 DISK SET $15)
___ 2TEN-01B II GS Parts 1 & 2
___ 2TEN-02B II GS Parts 3, 4, & 5
___ 2TEN-03B File Types
___ 2TEN-04B More Tech Notes 1
___ 2TEN-05B More Tech Notes 2

UTILITIES
___ 2UTL-01 New Member Disk 2.01
___ 2UTL-02A DB Master V. 1.01 (SW)

5.25" DISKS

APPLE II

APPLE SYSTEM DISKS
___ APSD-01 System Disk-Util V. 3.2-$1.50
___ APSD-02 DOS 3.3 Sys. Master/DOS 3.3 Tut. $1.50

APPLEWORKS
___ APWK-01 Desk, Printer and $ Helpers-(813/814)
___ APWK-02 Food. Lists, etc.-(815/816)

COMMUNICATIONS (9 DISK SET $13.50)
___ COMM-01 TCS Inst. 1.05 A & B-1 of 2-(825)
___ COMM-02 TCS Inst. 1.05 A & B-2 of 2-(826)
___ COMM-03** WAPABBS.1 Docs-(121)
___ COMM-04 WAPABBS.1-(135/136)
___ COMM-05 DI COMM-(SW)-(503)
___ COMM-06 Kermit 3.78-Kermit File Transfer (516/820)
___ COMM-07 CommTerm & Telecom -(808/817)
___ COMM-08 MicroModem II (SW)-Hayes Term-(116/169)
___ COMM-09 Comm. System 2.5 / Z.Link 12.15

CP/M (11 DISK SET $16.50)
___ CP/M-01** Master Catalog-(401)
___ CP/M-02 Utilities I and II-(402/404)
___ CP/M-03 Communications-(403/409)
___ CP/M-04 ZCPR2 Install and Utils-(406/408)
___ CP/M-05 ZCPR2 Doc/Essential Util(407/410)
___ CP/M-06 Text Editor/ Spreadsheet-(411/412)
___ CP/M-07 MDM740 (SSC. Comm, 7710, & A-CAT- (413/414)
___ CP/M-08 Kermit Source and Running Code-(416/418)
___ CP/M-09** Kermit Documentation-(417)
___ CP/M-10 Utilities-(419)
___ CP/M-11 Small C. Compiler-(420)

EAMON ADVENTURES (24 DISK SET $36.00)
___ EAMN-01 Utilities II and III -(220/221)
___ EAMN-02* Dungeon Des/ Adv 38-(180/229)
___ EAMN-03 EAMON MASTER /Adv 42-(181/214)
___ EAMN-04* Adventures 2 & 3 -(182/183)
___ EAMN-05* Adventures 4 & 5- (184/185)
___ EAMN-06* Adventures 6 & 7- (186/187)
___ EAMN-07* Adventures 13 & 14-(188/189)
___ EAMN-08* Adventures 10 & 11-(190/191)
___ EAMN-09* Adventures 29 & 8- (192/193)
___ EAMN-10* Adventures 12 & 30-(194/195)
___ EAMN-11* Adventures 17 & 18-(196/197)
___ EAMN-12* Adventures 19 & 20-(198/199)
___ EAMN-13* Adventures 23 & 24-(200/201)
___ EAMN-14* Adventures 25 & 53-(202/203)
___ EAMN-15* Adventures 55 & 54-(204/205)
___ EAMN-16# Adventures 56 & 57-(206/207)
___ EAMN-17* Adventures 31 & 41-(208/209)
___ EAMN-18* Adventures 47 & 97-(210/211)
___ EAMN-19* Adventures 60 & 98-(212/213)
___ EAMN-20* Adventures 46 & 45-(215/216)
___ EAMN-21* Adventures 43 & 15-(217/218)
___ EAMN-22* Adventures Unk. & 37-(223/224)
___ EAMN-23* Adventures 16 & 33-(225/226)
___ EAMN-24* Adventures 34 & 44-(227/228)
*-Requires EAMN-03

EDUCATION (20 DISK SET $30.00)
___ EDUC-01 Ed. and Personal Ed.-(76/110)
___ EDUC-02 Personal Ed. 2 and Ed. 3-(131/139)
___ EDUC-03 Math / Science and Ed. 4-(127/140)
___ EDUC-04 Adv. Math / Vectors / Mot.-(510/513)
___ EDUC-05 Albert Camus Int/ El. Math (53/150)
___ EDUC-06 French Vocab/ Tutorial-(46/123)
___ EDUC-07 Boot for L'Hote and L'Hote -(48/49)
___ EDUC-08 Tic-Tac-Toe ,Fr /L'Hote Quiz-(47/50)
___ EDUC-09 Fr. Poetry Tut /Appollinaire-(51/52)
___ EDUC-10 Rafel Boot Disk and Rafel-(55/56)
___ EDUC-11 Tic-Tac-Toe in Sp. /Rafel Quiz-(54/57)
___ EDUC-12 Matute and Lo Fatal -(58/59)
___ EDUC-13 Reading Fun (SW)-(505)
___ EDUC-14 Language Arts Treasures
___ EDUC-15 Floppy Book 1
___ EDUC-16 Computration Game /AW Temp
___ EDUC-17 Algebra Tutorial and Bagels Disk
___ EDUC-18 Newton's Apple (Cocaine)
___ EDUC-19 Newton's Apple (Teeth)
___ EDUC-20 WAP Stack and Tutorial Demo

FORTH
___ FRTH-01 Assem/Disassem/Screen Edtr-(700/701)
___ FRTH-02 Go Forth Tut./Fig/Forth 78-(702/703)
___ FRTH-03 Forth/Floating Point Math-(704)

GAMES (13 DISK SET $19.50)
___ GAME-01 Games A and B-(102/107)
___ GAME-02 Games C and D-(111/128)
___ GAME-03 Games E and F-(162/164)
___ GAME-04 Keyboard and Paddle Games-(72/74)
___ GAME-05 Pinball and Arcade Games-(142/157)
___ GAME-06 Text Adv/Mys. House (Sierra)-(73/517)
___ GAME-07 Ed. Games G and H-(508/509)
___ GAME-08 Sports and Utils / Games-(143/160)
___ GAME-09 Adventures /Game Room-(811/812)
___ GAME-10 Haunted House-(176/810)
___ GAME-11 Mostly Games/Wizard Wkr I -(122/161)
___ GAME-12 # Games 1 / WAP Math Games
___ GAME-13 Smart Dice

LOGO
___ LOGO-01 Logo Tool Kit \ Docs-(145/146)
___ LOGO-02 Sam. Disk/Dallas Apple Logo-(147/158)

MISCELLANEOUS (25 DISK SET $37.50)
___ MISC-01 SS (Coin Collect) /Misc.-(93/115)
___ MISC-02 Miscellaneous-(119/120)
___ MISC-03 Misc. and Recipe Files-(125/159)
___ MISC-04 Glaq and No Name Yet-(129/175)
___ MISC-05 Spec. DBs/Jim's DB (SW)-(141/504)
___ MISC-06 Misc/Aplesft/AppleWriterII-E-(152/156)
___ MISC-07 Astronomy Short Programs-(506)
___ MISC-08 Griffith and Weise Astronomy -(507)
___ MISC-09 Aviation-General (Disk 1 of 2)-(514)
___ MISC-10 Aviation-Navigation (2 of 2)-515)
___ MISC-11 Gardner's Assistant-(518)
___ MISC-12 Music and Sights / Sounds-(71/126)
___ MISC-13 Merry Xmas/Happy Holidays-(103/165)
___ MISC-14 Graphics and Cat Graphix-(108/171)
___ MISC-15 Print Shop Graphics-(172)
___ MISC-16 Clr Gr. for Fun/Science /Engi-(75/106)
___ MISC-17 Plots/Graphs/Charts/Graphs-(163/166)
___ MISC-18 Business/Math Stat and SS-70/90)
___ MISC-19 SS (Invest.) and SS (Bus.)-(91/92)
___ MISC-20 Business A and B-(104/113)
___ MISC-21 Investments A and B-(153/154)
___ MISC-22 Spreadsheet A and Misc-(137/155)
___ MISC-23 Riley's Personal Instrumentation-(173)
___ MISC-24 ProDos Gr. Packer / DHR Convert
___ MISC-25 PSL Dual Dos

NEW PRINT SHOP (31 DISK SET $46.50)
___ NWPS-01 Graphics 01
___ NWPS-02 Graphics 02
___ NWPS-03 Graphics 03
___ NWPS-04 Graphics 04
___ NWPS-05 Graphics 05
___ NWPS-06 Graphics 06
___ NWPS-07 Graphics 07
___ NWPS-08 Graphics 08
___ NWPS-09 Graphics 09
___ NWPS-10 Graphics 10
___ NWPS-11 Graphics 11
___ NWPS-12 Graphics 12
___ NWPS-13 Graphics 13
___ NWPS-14 Graphics 14
___ NWPS-15 Graphics 15
___ NWPS-16 Graphics 16
___ NWPS-17 Graphics 17
___ NWPS-18 Graphics 18

___ NWPS-19 Graphics 19
___ NWPS-20 Graphics 20
___ NWPS-21 Graphics 21
___ NWPS-22 Graphics 22
___ NWPS-23 Graphics 23
___ NWPS-24 Graphics 24
___ NWPS-25 Graphics 25
___ NWPS-26 Graphics 26
___ NWPS-27 Graphics 27
___ NWPS-28 Graphics 28
___ NWPS-29 Borders 01
___ NWPS-30 Borders 02
___ NWPS-31 Fonts 01

PASCAL (8 DISK SET $12.00)
___ PASC-01 AttachBios for Pascal 1.1,Utils(300/301)
___ PASC-02 Crypto/Gr.& Bios/Printers-(302/303)
___ PASC-03 Misc.,Read/WriteDOS/Prters(304/305)
___ PASC-04 Cataloger/Hires Prting /Lisp-(306/307)
___ PASC-05 Puffin/Hol.Mus.-CPM-Pascal(308-309)
___ PASC-06 3D Ed./Drill /Hackers Stuff-(310/311)
___ PASC-07 Stocks/Weightwatch/Guerrilla Guide-(312/313)
___ PASC-08 Pascal / To & From DOS-(133/314)

PILOT
___ PILT-01** Pilot Language-(167)

UTILITIES (24 DISK SET $36.00)
___ UTIL-01 New Member's Disk-2.01 A/ B- (821)
___ UTIL-02 New Member's Disk-2.01 C/ D- (822)
___ UTIL-03 Utilities A and B-(100/101)
___ UTIL-04 Utilities C and D-(112/118)
___ UTIL-05 Utilities E and F-(124/132)
___ UTIL-06 Utilities G and H-(138/43)
___ UTIL-07 Utilities I and J-(44/77))
___ UTIL-08 Mach. Lang. Utils/One-Key DOS-(41/42)
___ UTIL-09 Beg.Choice /Int. Utils.-(501/502)
___ UTIL-10 Diversi Copy and Diversi DOS-(45/130)
___ UTIL-11 Add. to ProDOS/Zap Utility-(804/806)
___ UTIL-12 Utils A (ProDOS)/File Cabinet-(802/803)
___ UTIL-13 Imageworks-(174/807)
___ UTIL-14 Auto Unshrinkit 1.1/ II Plus Shrinkit, Shrinkit 3.4
___ UTIL-15 Visi-Trend/Visi-Plot/Calculink-(93/94)
___ UTIL-16 AppleSoft Tut/Picture Packer-(109/117)
___ UTIL-17 AppleWriter Utilities-(168)
___ UTIL-18 AppleSoft Prog/Love's Follies-(144/170)
___ UTIL-19 "Old" New Member's Disk-(134)
___ UTIL-20 JoyReader (SW)-(819)
___ UTIL-21 Large Type Joy Reader (SW)-(823)
___ UTIL-22 DB Master V. 1.01-Prog. Disk 1 / Sample Files (SW)
___ UTIL-23 DB Mstr v. 1.01-Prog. Disk 2/Docs (SW)
___ UTIL-24 Tutorial Maker

5.25" DISKS

APPLE III

** indicates single sided disks

ACCOUNTING (3 DISK SET - $4.50)
___ 3ACT-01A Easy Accounting
___ 3ACT-02 Easy System/Accounts Rec.
___ 3ACT-03 Easy Sys., Acc. Pay/Gen. Ldgr

III 3EZP & AW TEMPLATES (11 DISK SET $16.50)
___ 3AWZ-01 AW - EZP Bus Templates - (1060)
___ 3AWZ-02 Checkbook Plus by Lomartire
___ 3AWZ-03 Accounting/Finance Templates
___ 3AWZ-04 Mortgage Templates
___ 3AWZ-05 Checkbook Templates
___ 3AWZ-06 Contributions - Disk 1
___ 3AWZ-07 BankCalc - Disk 1
___ 3AWZ-08 BankCalc - Disk 2
___ 3AWZ-09 BankCalc - Disk 3
___ 3AWZ-10 Video Catalog - Disk 1
___ 3AWZ-11 Video Catalog - Disk 2

III BUSINESS BASIC (9 DISK SET $13.50)
___ 3BSB-01 Pohlman Disk 01 - (1017))
___ 3BSB-02 Pohlman Disk 02 - (1018)
___ 3BSB-03 Pohlman Disk 03 - (1019)
___ 3BSB-04 Pohlman Disk 04 - (1020)
___ 3BSB-05 Pohlman Disk 05 - (1021)
___ 3BSB-06 PPT Demo / BASIC Helps - (1098)
___ 3BSB-07 BASIC 1.23/Utils/Auto Basic-Boston
___ 3BSB-08 Best of On Three-Basic Programs
___ 3BSB-09A Menu Maker 6.1

III GAMES (5 DISK SET $7.50)
___ 3GAM-01 Games 01 - (1001)
___ 3GAM-02 Games for Kids - (1007)
___ 3GAM-03 Cap'n Magneto-Revised 1/89 - (1041)
___ 3GAM-04 Games 02
___ 3GAM-05 Star Trek

III GRAPHICS (43 DISK SET - $64.50)
___ 3GRX-01 Sketchpad and Slideshow - (1012)
___ 3GRX-02 Fig Factory Manual - (1069)
___ 3GRX-03 Fig Factory-Black & White(1070)
___ 3GRX-04 Fig Factory - Color - (1071)
___ 3GRX-05 Raster Graphics Tool Kit - (1072)
___ 3GRX-06 3-D Modeling Tool Kit - (1073)
___ 3GRX-07 Chartmaker III - (1074)
___ 3GRX-08 Graphics Utilities - (1075)
___ 3GRX-09 Graphics Disk 01 - (1062)
___ 3GRX-10 Graphics Disk 02 - (1076)
___ 3GRX-11 Graphics Disk 03 - (1077)
___ 3GRX-12 Graphics Disk 04 - (1078)
___ 3GRX-13 Graphics Disk 05 - (1079)
___ 3GRX-14 Graphics Disk 06 - (1080)
___ 3GRX-15 Calendar by Bloom - (1081)
___ 3GRX-16 Typewriter Art Disk 01 - (1082)
___ 3GRX-17 Typewriter Art Disk 02 -(1083)
___ 3GRX-18 Poster by Bloom - (1084)
___ 3GRX-19 Raster Demo / Tmapio
___ 3GRX-20 Icon Demo / Tfont
___ 3GRX-21 Trixelmap Demo / Mask Demo
___ 3GRX-22 Tmem Demo / Trects Demo
___ 3GRX-23 GIF Graphics 01
___ 3GRX-24 GIF Graphics 02
___ 3GRX-25 GIF Graphics 03
___ 3GRX-26 GIF Graphics 04
___ 3GRX-27 Grafixworks 1 and 2 (SW)
___ 3GRX-28 Grafixworks 3 and 4 (SW)
___ 3GRX-29A Sign by Bloom
___ 3GRX-30 Scanned Graphics #1
___ 3GRX-31 FOTOView by Lomartine
___ 3GRX-32 A2/A3 Graphics
___ 3GRX-33 Floppy Coloring Book 1
___ 3GRX-34 Floppy Coloring Book 2 (Trains)
___ 3GRX-35 Floppy Coloring Book 3 (More Trains)
___ 3GRX-36 Floppy Coloring Book 4 (Winter Olympics)
___ 3GRX-37 GIF Graphics 05
___ 3GRX-38 Dino Graphics
___ 3GRX-39 Book Plate Graphics
___ 3GRX-40 Animals #1
___ 3GRX-41 ArtWorks
___ 3GRX-42 3D Graphics
___ 3GRX-43 Summer Olympics

III INFORMATION (35 DISK SET - $52.50)
___ 3INF-01B WAP /// SIG PD Catalog
___ 3INF-02C New Member's Disk - (1005)
___ 3INF-03 Best of MAUG - (1008)
___ 3INF-04 Best of The Source - (1009)
___ 3INF-05 Best of TAU - (1010)
___ 3INF-06 Best of ATUNC - (1055)
___ 3INF-07 Best of III's Company-01 (1015)
___ 3INF-08 Best of III's Company-02 (1057)
___ 3INF-09 The Best of Bloom-Disk 01 (1035)
___ 3INF-10 Impert's Corner by Bloom-(1096)
___ 3INF-11 Phase III Conference Plus!-(1047)
___ 3INF-12 Best of Ottalini - Disk 01-(1040)
___ 3INF-13 Best of Ottalini - Disk 02-(1058)
___ 3INF-14 Best of Ottalini - Disk 03-(1059)
___ 3INF-15 Best of Ottalini - Disk 04-(1087)
___ 3INF-16 Best of Pair BBS
___ 3INF-17 Reviews by Bloom
___ 3INF-18 III Cheers (Boot and Program)
___ 3INF-19 III Cheers (Volumes 1 and 2)
___ 3INF-20 Best of Ottalini - Disk 05
___ 3INF-21 Three's Company BBS
___ 3INF-22 Best of Bloom - Disk 02
___ 3INF-23C WAP 3 SIG PD Catalog (3EZP)
___ 3INF-24 Best of ATUNC - Disk 02
___ 3INF-25 Best of ATUNC - Disk 03
___ 3INF-26 Best of ATUNC - Disk 04
___ 3INF-27 Best of ATUNC - Disk 05
___ 3INF-28 Best of ATUNC - Disk 06
___ 3INF-29 How Do I?
___ 3INF-30 Pair/DA Data System Catalogs
___ 3INF-31 3Works for Apple 3-Disks 1,2(SW)
___ 3INF-32 3Works for Apple 3-Disks 3,4(SW)
___ 3INF-33 3Works for Apple 3-Disks 5,6(SW)
___ 3INF-34 3Works for Apple 3-Disks 7,8(SW)
___ 3INF-35 Best of Ottalini - Disk 06
___ 3INF-36 Omnis 3 Technotes

III MISCELLANEOUS (20 DISK SET $30)
___ 3MSC-01 File Cabinet/Sort Directory - (1046)
___ 3MSC-02 Contributions - Disk 01 - (1053)
___ 3MSC-03 Contributions - Disk 02 - (1061)
___ 3MSC-04 Contributions - Disk 03 - (1086)
___ 3MSC-05 Le Grayhaven Cookbook Plus!(1097)
___ 3MSC-06 Double Boot (SOS, PRODOS)(1099)
___ 3MSC-07 Apple III Demo Disk 01 - (1100)
___ 3MSC-08 Apple III Demo Disk 02 - (1101)
___ 3MSC-09 Apple III Demo Disk 03 - (1102)
___ 3MSC-10 Apple III+ Keyboard Demo
___ 3MSC-11 Best of Salerno
___ 3MSC-12 Apple II Boot Disk
___ 3MSC-13 French Tutor
___ 3MSC-14 Italian Tutor
___ 3MSC-15 Contributions - Disk 04
___ 3MSC-16 Bowling List /Grid Grade
___ 3MSC-17 Floppy Book
___ 3MSC-18 Music-Music-Music
___ 3MSC-19A Adv. Visi Calc (HD Ver.) & Mail List Manager (HD Ver.)
___ 3MSC-20 BBQ Recipes and More

III PASCAL (20 DISK SET $30)
___ 3PCL-01 Pascal 1.2
___ 3PCL-02 2.0 Compiler/TookKit V. 1
___ 3PCL-03 ToolKit V. 2/V. 3
___ 3PCL-04 Pronto Debugger/SANE 1
___ 3PCL-05 SANE 2/ SANE 3
___ 3PCL-06 SOS IOUs/ExerSOS
___ 3PCL-07 Utilities: PutDemo/PutLib
___ 3PCL-08 Cisar's Pascal 1.2
___ 3PCL-09 Chaos Pascal Programs
___ 3PCL-10 Power Keys DM & Source Code
___ 3PCL-11 Power Keys DM-Disk 2

___ 3PCL-12 MacStuff
___ 3PCL-13 David Craig-Disk 1
___ 3PCL-14 David Craig-Disk 2
___ 3PCL-15 David Craig-Disk 3
___ 3PCL-16 IEEE Files for Apple II & Apple III
___ 3PCL-17 Modified Pascal Menu Maker
___ 3PCL-18 Fortran Manual - Disk 1
___ 3PCL-19 Fortran Manual - Disk 2
___ 3PCL-20 Fortran

III REPAIRS (9 DISK SET $13.50)
___ 3REP-01 Apple 3 Diagnostics-Disk 01(1013)
___ 3REP-02 Apple 3 DiagnosticsDisk 02 /Block Edit by Mensh -(1094)
___ 3REP-03 Repairing your Apple III - (1088)
___ 3REP-04 Brain Surgeon - (1089)
___ 3REP-05 Disk Map - (1090)
___ 3REP-06 Disk Check and Pro Health - (1091)
___ 3REP-07 Vindicator,Catalyst Fixer-(1092)
___ 3REP-08 Block Editor, Block Byter-(1093)
___ 3REP-09 Jeppson Disassembler - (1095)

III TELECOMMUNICATIONS (9 DISK SET $13.50)
___ 3TEL-01 Telecom - Disk 01 - (1063)
___ 3TEL-02 Telecom-Disk 02/Access III(1064)
___ 3TEL-03 Telecom - Disk 03 - (1065)
___ 3TEL-04 Kermit III - (1066)
___ 3TEL-05 XModem III - (1067)
___ 3TEL-06 TerminALL Manual - (1032)
___ 3TEL-07 TerminALL Program - (1033)
___ 3TEL-08 WAP TCS Disk
___ 3TEL-09 InfoNet (Source, Docs, & Program)
___ 3TEL-10 hp Term III
___ 3TEL-11 Access 3270

III UTILITIES (41 DISK SET $61.50)
___ 3UTL-01 System Utilities and Data - (1004)
___ 3UTL-02 Apple II Emulation-Disk 01-(1043)
___ 3UTL-03 Apple II Emulation-Disk 02-(1044)
___ 3UTL-04 SOS Drivers - (1052)
___ 3UTL-05 Basic Boot Disk - (1014)
___ 3UTL-06 Basic Utilities - Disk 01 - (1002)
___ 3UTL-07 Programmers Power Tools - (1056)
___ 3UTL-08 Applecon - (1016)
___ 3UTL-09 Diskmaker and Appleseeds - (1045)
___ 3UTL-10 Basic XT and Basic Utils - (1022)
___ 3UTL-11 The Retriever - (1023)
___ 3UTL-12 Power Print III - (1024)
___ 3UTL-13 Disk Window III Plus - (1025)
___ 3UTL-14 Source Window/Data Window (1026)
___ 3UTL-15 Powercat and Basic XRF - (1027)
___ 3UTL-16 Basic Extension - (1031)
___ 3UTL-17 Power Keys DM Plus - (1034)
___ 3UTL-18 RAM+3/Two-n-Fro III /128K (1036)
___ 3UTL-19 Basic GTO - (1051)
___ 3UTL-20 Custom Font Manual - (1037)
___ 3UTL-21 Custom Font - (1038)
___ 3UTL-22 Fonts - Disk 01 - (1039)
___ 3UTL-23 Disk III Backup by Bloom - (1011)
___ 3UTL-24 Gucspar by Bloom - (1042)
___ 3UTL-25 ACCIDIF by Bloom - (1028)
___ 3UTL-26 Mail List Manager Mnl. Bloom (1068)
___ 3UTL-27 MLM Utils by Bloom-Disk 01 - (1048)
___ 3UTL-28 MLM Utils by Bloom-Disk 02 - (1049)
___ 3UTL-29 MLM Utils by Bloom-Disk 03 - (1050)
___ 3UTL-30 AppleWriter to 3 EZP by Bloom (1085)
___ 3UTL-31 Pascal Menu Maker - (1054)
___ 3UTL-32 Catalyst Release
___ 3UTL-33 Reformatter III
___ 3UTL-34 Custom Font Demo & Font Bib PD
___ 3UTL-35 Apple 3-IBM by Bloom
___ 3UTL-36 ASCIIUPLD by Bloom
___ 3UTL-37 Font Generator 3
___ 3UTL-38 Apple 3 Reboot
___ 3UTL-39 Conpath by Bloom
___ 3UTL-40 BlocRead by Bloom
___ 3UTL-41 Nvacsi By Bloom
___ 3UTL-42 ListIt by Bloom
___ 3UTL-46 Epson Screen Printer
___ 3UTL-47 Directrans

III WORD PROCESSING (6 DISK SET $9)
___ 3WDP-01A AppleWriter - (1006)
___ 3WDP-02 Footnote III - (1003)
___ 3WDP-03 InkWell Manual - (1029)
___ 3WDP-04 InkWell Program - (1030)
___ 3WDP-05 AppleWriter Demo
___ 3WDP-06 Script 3 & Pascal Text Editor

Mail this form with your check to :
Disketeria
Washington Apple Pi
7910 Woodmont Avenue, Suite 910
Bethesda, Maryland 20814

Are you a member of Washington Apple Pi, Ltd? Y/N ___. If Yes, Member Number _____.
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Number of Disks	Member Price @	Extended
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Classified advertisements can be placed by mailing copy to the business office of Washington Apple Pi. Ltd., 7910 Woodmont Avenue, Suite 910, Bethesda, MD 20814. Be sure to include your WAP membership number and indicate area codes with your phone numbers. Ads must be received by the ad copy due date listed in the Calendar pages for that month in order to be included in the appropriate issue. Any ads postmarked after that time will be included at the discretion of the Editor. Cost is $2.00/line (40 characters per line), maximum 12 lines. Members of Washington Apple Pi,Ltd., may place ads up to three lines at no charge. The editor reserves the right to refuse any ads deemed inappropriate.

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Membership Application

Please type or print:

Name _____ Home Phone # _____

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Please answer a few questions for us regarding your computer use. Circle the computers/ equipment that you use on a regular basis.

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*Please enclose photocopy of current Student ID

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Apple II GS
Apple III
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Applicant signature and date:

Please circle Yes or No for the two items listed below.
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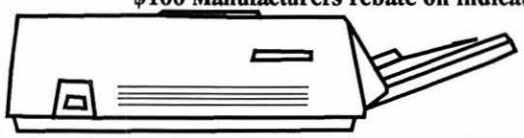

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